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Advanced Dungeons & Dragons®

Accessory

Dungeon Builder's Guidebook

by Bruce R. Cordell

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Dedication

This work is dedicated to Peter Adkison for saving the first and best roleplaying game, and to Steve Winter, who will be dearly missed. Good luck to you, Steve.

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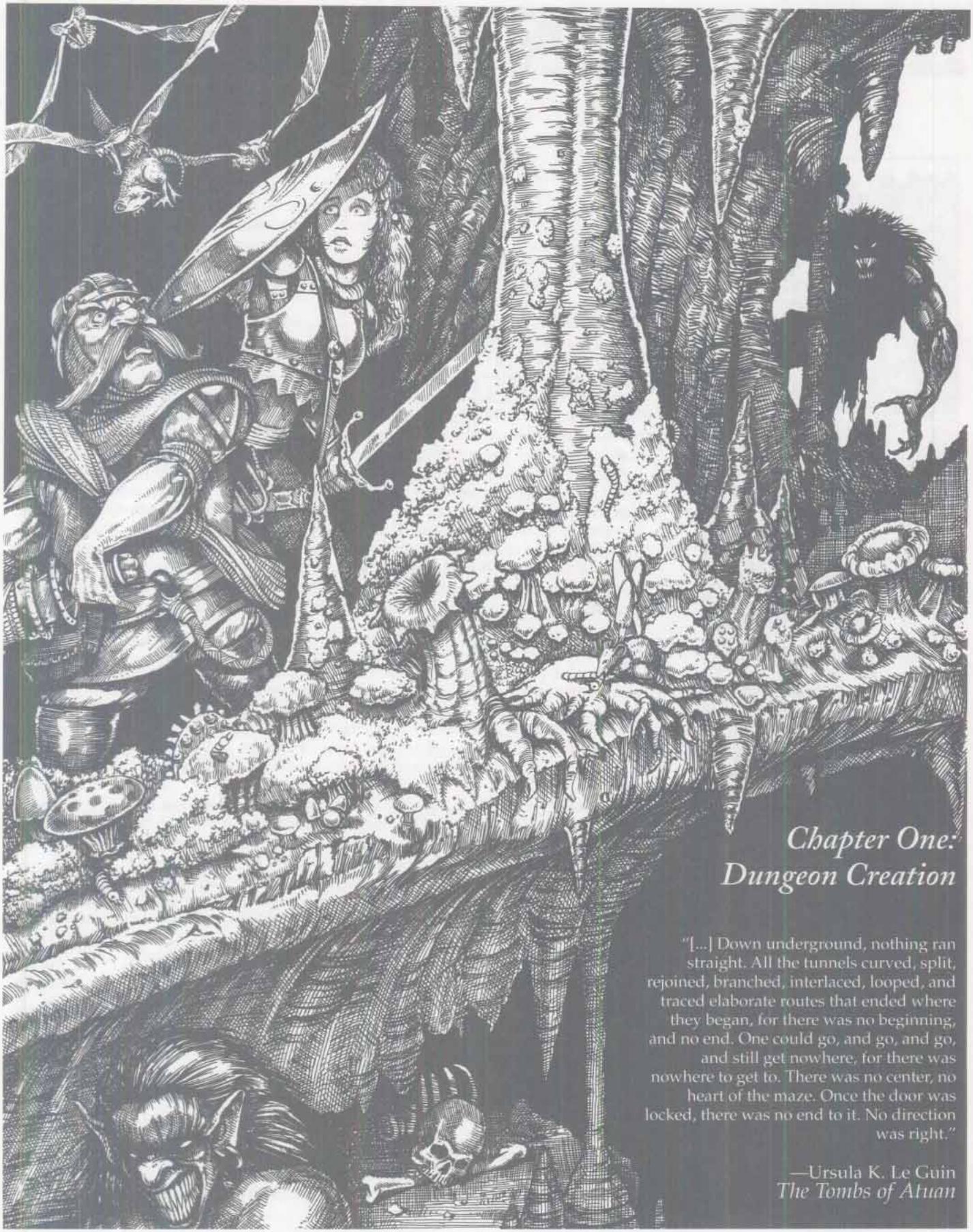
Sources

The Autodungeon Engine was inspired by and expanded from Appendix A: Random Dungeon Generation, and the Trap Architect was inspired by and expanded from Appendix G & H: Traps & Tricks, both in the original *Dungeon Masters Guide* by Gary Gygax, Dave Arneson, et. al., in conjunction with a suggestion Ed Stark made regarding how a "dungeon-by-flowchart" might work (even though I ended up not using a flowchart!).

Part Four: Permutations was inspired by an observation made by Monte Cook concerning what makes a dungeon appealing to him. I took the ball and ran with it.



Chapter One: Dungeon Creation

"[...] Down underground, nothing ran straight. All the tunnels curved, split, rejoined, branched, interlaced, looped, and traced elaborate routes that ended where they began, for there was no beginning, and no end. One could go, and go, and go, and still get nowhere, for there was nowhere to get to. There was no center, no heart of the maze. Once the door was locked, there was no end to it. No direction was right."

—Ursula K. Le Guin
The Tombs of Atuan

Introduction

You are probably wondering, Is this guidebook for me? In a word, **yes!** The *Dungeon Builder's Guidebook* assembles tried-and-true dungeon building advice, approaches, and tactics gathered over many years and from many game tables. Moreover, the suggestions and samples in this guidebook are an invaluable resource for initiating and fleshing out the ruins, mines, caverns, and tombs of your own imagination.

What if I already design all my own dungeons, thank you very much? For the pros, this guidebook offers a quick and easy stepping stone in dungeon design. The advice and tips in **Part One: Dungeon Building Lore** may be old news to you, long ago implemented into your designs; however, even the most passionate Dungeon Master (DM) is sometimes strapped for time and/or inspiration. The *Dungeon Builder's Guidebook* is perfect for generating the dungeon hook you need at a moment's notice, the goblin warren the player characters (PCs) accidentally stumble upon, or the pocket dimension you did not get a chance to detail!

Whether novice or veteran, you can use this guidebook as an idea resource. Many dungeon designers excel in the art of adapting interesting and applicable ideas from many sources and plugging them into their own creations. The *Dungeon Builder's Guidebook* is specifically designed as an idea grab bag; the tables and geomorphs can easily function as menus and generic floor plans, to be used in whole or in part. If you do not want to trust dungeon creation to the whim of the Autodungeon Engine in **Part Six,** disregard it as an interesting curiosity and use only those parts of the book that suit your specific needs.

What is a "Dungeon?"

Historically, a dungeon consisted of underground chambers for the confinement of prisoners. In this guidebook, and as a convention used liberally throughout the AD&D® game, "dungeon" means any bounded setting within which PCs interact with each other, nonplayer characters (NPCs), traps, puzzles, monsters, and/or other challenging situations. Thus, this term applies to everything from subterranean mines and burial chambers to castles, cities, and extraplanar abodes.

That said, the *Dungeon Builder's Guidebook* assumes your familiarity with the *DUNGEON MASTER® Guide* and the *Player's Handbook.* Because of space constraints, the entries in the encounter tables do not include combat statistics, so the MONSTROUS MANUAL™ tome would also be extremely handy.

In addition pencils, pens, erasers, and graph paper (or a photocopier or computer mapping program) are fundamental necessities for mapping and keying a new dungeon. Now, enough with introductions—let us delve into the heart of the matter!

Using Dungeon Builder's Guidebook

You can utilize the information herein in several ways. In its simplest form, the guidebook serves as a reservoir of ideas from which you can pick and choose freely. Alternatively, you can work your way from the beginning to the end of Chapter One, following the directions given in each part. This would lead you step by step through the dungeon creation process.

As for Chapter Two, the geomorphs described there are designed to fit with the other geomorphs of the same type, allowing you to add them to your dungeon with little or no tinkering. However, if you choose, they can also serve as small, independent dungeons, ready to drop right into your game.

This guide is not intended to *mandate* dungeon designs. Take as much or as little from this book as you like. At any point during the creation of a dungeon, you are of course free to break off from the suggested path and follow your own

designs. If you do not like the results rolled for on any one of the tables, choose another, or just make up your own result.

- **Part One: Dungeon Building Lore** provides basic philosophies behind creating dungeons. It includes a discussion on realism in dungeon design, ecology of inhabitants, and atmosphere for dungeon adventures.

- **Part Two: Applied Dungeon Conception** discusses the various approaches to dungeon design.

- **Part Three: Dungeon Types** gives you a variety of different dungeon floor plans, properties, and encounters with which to populate your dungeon.

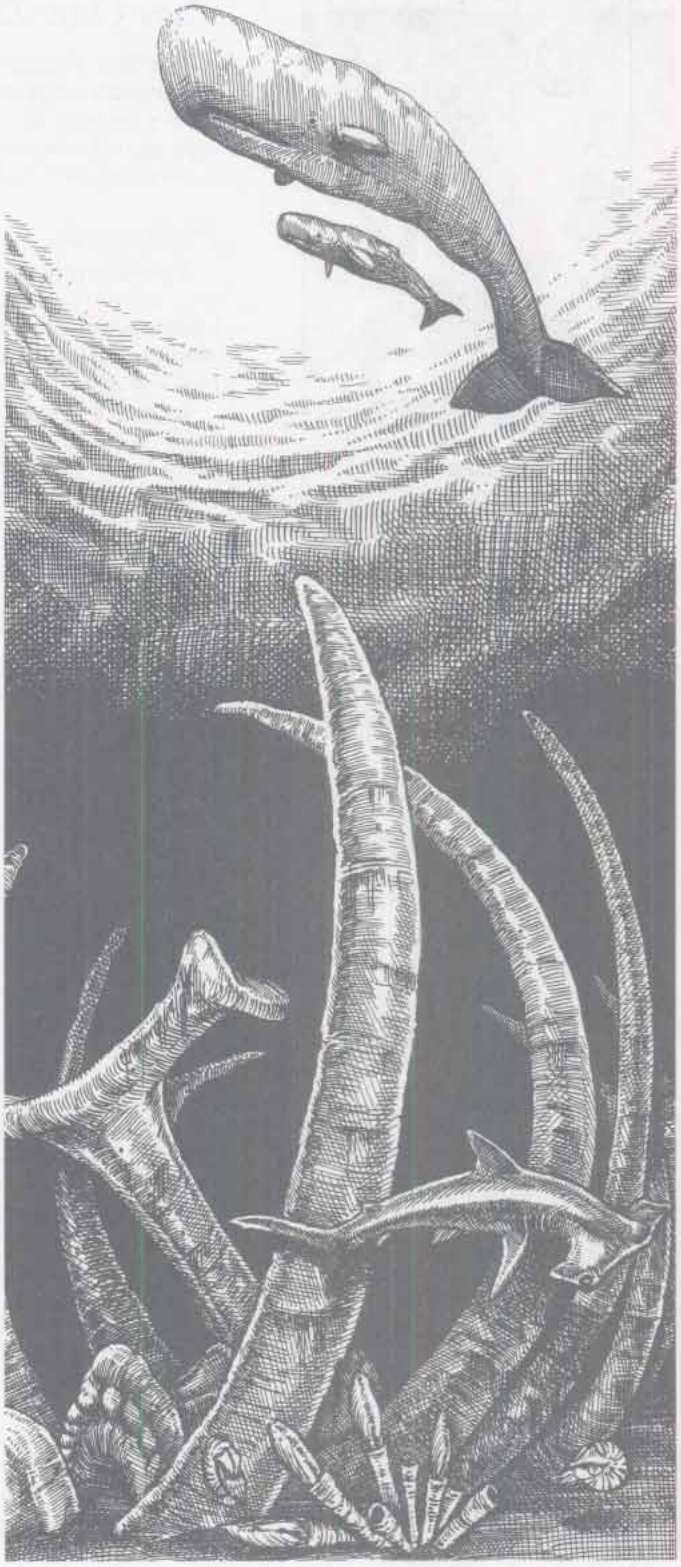
- **Part Four: Permutations** gives you ideas for twisting your dungeon-building project, creating something truly unique.

- **Part Five: Traps** offers a variety of interesting dungeon traps for you to sprinkle lightly (or liberally) through the newly created dungeon.

- **Part Six: Autodungeon Engine** ties your hands a bit more than the previous sections, but its random generation aspect allows for strange twists and fun new developments that might otherwise never see the light of day.

- **Parts Seven** through **Twelve** give detailed descriptions of the founding geomorphs (from the inside cover) and the focus geomorphs. The founding geomorphs are samples of each of the six dungeon types defined in this book. They can function as either the overall shape of your finished dungeon or as an example after which you can model your own unique dungeon. The focus geomorphs function as a sort of central core for that type of dungeon. Instructions for using geomorphs appear on pages 13–14.

- The geomorphs in the enclosed booklet allow you to generate a custom dungeon outline. You merely trace or photocopy the applicable geomorphs, attaching them together to form your own dungeon. You can either fit these into the founding geomorph or mold them into a shape of your own design. Instructions for using geomorphs appear on pages 13–14.



Part One: Dungeon Building Lore

Part One contains several atmosphere enhancements, philosophies, and techniques of dungeon creation that can prove useful in constructing any dungeon setting. If you are not creating a completely new dungeon, a perusal of these points may bring to light some interesting possibilities for already existent settings. Advice for applying these formulae to actual dungeon creation appears in **Part Three: Dungeon Types.**

Philosophies

A **philosophy** is a basic theory or viewpoint held by an individual. Assumptions you make while creating a dungeon therefore operate as philosophies of dungeon building. For example, many people swear that an approach (described in **Part Two: Applied Dungeon Conception**) is necessary to create a dungeon, but other dungeon builders may have different primary philosophies.

Though a philosophy generally focuses on a specific component of dungeon building, it is possible to simultaneously accept several complementary philosophies. However, sometimes a philosophy of dungeon building is so basic to the dungeon conception that it competes with other philosophies. In these cases, one of the two varying concepts must become subordinate to the other. Of course, varying your primary philosophy from one dungeon to the next goes a long way toward creating unique dungeon settings.

For ease of reference, the philosophies presented below focus mostly on a single aspect of dungeon building and can be utilized concurrently. There are far more philosophies of dungeon building than can be listed in the following section, but the points below cover some of the most important ones.

Ecology

Where do the monsters that live in a dungeon get their food when not munching on adventurers? Such creatures would quickly perish in closed-off spaces without access to food. For example, the classic "monster locked in a treasure chamber" is not necessarily realistic (although it may be fun). In most cases, an adventuring party breaking into a sealed chamber guarded by a monster would find the treasure and an associated pile of bones; gold and jewelry is not normally an adequate source of nutrition!

Realistically portraying the ecological interaction within a dungeon setting requires you to consider the dietary needs of the creatures living therein and their access to unrestricted food sources. For example, a dungeon setting that opens to the surface provides ample opportunity for the creatures to forage for food in the world above. Alternatively, fantasy settings often contain viable underground ecosystems; a dungeon setting with a secret route into a larger underdark food chain could feasibly provide food to support countless inhabitants.

Of course, the story you have planned may require a dungeon completely cut off from outside influences. Undead and magically animated creatures thrive in settings sealed away from light and life. However, if living monsters are needed, you can craft a miniature food web within the confines of the dungeon itself.

The most important element of a food web is the base foundation upon which all other creatures derive nourishment (either directly or indirectly). Aboveground, vegetation usually serves as the base foundation of a food web. Herbivores feed upon these plants, and carnivores feed upon the herbivores. Of course, most plants receive their nutrients from solar energy, an element usually lacking in dungeons.

In a fantasy setting, however, you can have subterranean plants, molds, and fungi subsist solely upon nutrients in the soil, radiation from "telluric currents" running through the earth, or other esoteric sources of energy. Once a basic population of vegetation colonizes a dungeon, a small population of herbivores can

support themselves upon the growth, and an even smaller population of carnivores (monsters) can feed on these grazers. Realistically speaking, the carnivore population is never more than 10% of the herbivore population.

> *Example:* The sealed Cellar of Calember (sealed except for narrow air vents to the surface anyway) contains a rampant growth of bioluminescent fungi. The fungi not only provide light, but also support a healthy population of worms, rats, and bats. Keeping the numbers of grazers in check, a tribe of grimlocks garners their daily nutritional requirements from both the grazers and the fungi.

Cohesiveness

Many dungeons call for monsters of different species to dwell in the same locale. This brings up the question, How do these monsters interact with each other? And why are they both present in the dungeon setting in the first place? A few possibilities offer themselves.

Perhaps a more powerful being controls the various monster types. Monsters that might normally attack each other could be charmed or otherwise mentally manipulated, making them get along with each other and work toward a common goal. Monsters present on a "work for hire" basis—or out of fear of a controlling entity—may not work so cohesively together. In fact, they may eventually fall to bickering and backstabbing if their natures are sufficiently opposed.

In large dungeon settings, such as natural caverns and tunnels, two or more groups of monsters may live near each other. They could have signed interracial treaties, allowing for commerce and some level of interaction between the groups. On the other hand, the groups could constantly war against each other with the intention of wiping out competitors for scarce food and resources. Such a situation may allow savvy player characters to ally with one group in order to bypass or destroy the other group, a feat that the party might not be able to accomplish on its own.

Reasonability

Another simple litmus test for dungeon building is that of reasonability: Does the proposed dungeon fit the proposed antagonist? A cloud giant could reasonably inhabit a fortress built on the cloud-swaddled peaks of a nearby mountain range, but a cloud giant master of a subterranean tribe of goblin raiders probably does not make much sense. Of course, providing a *reasonable* story for the cloud giant's presence in the underdark opens up whole new possibilities for the adventure.

For example, the cloud giant could have somehow "fallen" from the graces of his erstwhile peers, and now he plots his vengeance against the cloud giants that shunned him. Suddenly, what at first appears unreasonable and awkward blossoms into a rich story that offers the player characters further avenues of exploration and fun.

Classic Design

In the early years of fantasy roleplaying, dungeons incorporated incredible size and complexity. Such underground complexes often included more than a dozen distinct levels, each one boasting several sublevels and hundreds of rooms. This classic design worries less about realism and more about providing a site suitable for years of constant exploration, fun, and looting by the PCs (see "Fun vs. Realism" below). Accordingly, as the characters delve deeper, the monsters become nastier and the treasures larger. This setup presents the PCs with mounting challenges to match their own increasing power levels. It also gives you the luxury of designing deeper levels as the PCs progress.

> *Example:* Aknon's Labyrinth exists just outside the frontier town of Lethur. The town sprouted after the discovery of the nearby dungeon, much as a boomtown appears in the wake of a gold rush. This labyrinth consists of a massive underground complex that dates back to the time of the Cleansing Wars, when the evil sorcerer Aknon made an almost successful bid for regional dominance from the safety of his subterranean fortress. In the end, the surrounding races managed to defeat Aknon, raze the foundations of his surface stronghold, and clear the upper levels of his underground complex. The lower levels were then sealed off to fester in darkness. In the years following Aknon's fall, bandits and orcs have infested the upper halls. Further, legends still speak of powerful artifacts and untested arcane engines of destruction lost in the sealed lower levels, guarded by terrible traps and the vengeful memory of Aknon himself. . . .

Fun vs. Realism

There are times when slavish insistence on realistic environments, the laws of physics, and believable motivations for the antagonist can get in the way of a good time. Sure, it would be cool if falling damage took into account the acceleration of gravity, but at the game table, the appropriate second-per-second-squared algorithm might soon grow cumbersome to calculate. More to the point, it would prove too deadly even for high-level characters. Thus, other aspects of reality are usually reduced to simple mechanics in a game designed to imitate reality, not mirror it.

On the other hand, if you go too far down this road, your players are certain to rebel in the face of situations that just defy the imagination. Over-reliance on the phrase "because its magic, that's why!" and DM fiat apply to only so many situations.

> *Example:* The PCs come upon a group of three tunnel worms in a large cave. The PCs intelligently determine the exact number of their foes in the open area beforehand, and they manage to eliminate the threat easily.

Suddenly, two more worms spring out at them because the DM feels the battle was far too easy. Cries of "Hey, where'd they come from? I said I had my eyes peeled!" do not deter the attack. The suspension of disbelief is broken. Thus, the players have less fun and, in fact, are less likely to suspend disbelief for the sake of the game in future encounters.

When designing dungeon encounters, balancing plot concerns and realism is important. Going too far in either direction leads to dissatisfied players or even the cessation of the scenario.

Rewards vs. Effort

Often, DMs pile up treasures in their dungeons in an effort to please the players. More often then not, however, this merely leads to further dissatisfaction. If you go way overboard in handing out the goodies, the characters soon become burdened with a plethora of cash and magic, eroding the players' interest in the campaign. It is just too easy! The term "Monty Haul" was coined long ago to describe campaigns guilty of such largess.

Example: The PCs trail a group of wererats back to the sewers below the city. The characters easily overmatch these creatures, putting an end to the lycanthropic curse plaguing the city. Uncovering the wererats' hoard hidden under filth and bones, the PCs' eyes boggle at the sight of several 10,000 gp gems, a *rod of lordly might*, and a *staff of the magi*.

Did the players earn this king's ransom of AD&D treasure? Of course not! This is a case where small effort on the part of the PCs led to too much compensation. Because of this, you should avoid overstocking dungeons during the creation process. If the characters occasionally find moderate caches of treasure and the rare magical item, their *appreciation* of treasure and magic grows by an order of magnitude! In the end, the players enjoy exploring the dank recesses of your dungeons far more.

On the other hand, some DMs make treasure virtually impossible to acquire, increasing character effort while diminishing payoff.

Example: After months of game time, the PCs track a group of marauding wererats through ever-increasing dangers to their labyrinthine lair. The heroes finally best the last wererat after a titanic struggle in which several of the characters die. With bated breath, the survivors reveal the wererat hoard: 351 cp, 42 sp, 16 gp, and a crystal goblet worth a measly 50gp. And that's it. There is no magic to reward eager heroes, and insufficient treasure to even cover the cost of tracking down and confronting the lycanthropes.

The foregoing example may seem unlikely, but it illustrates how penny-pinching DMs can ruin their players' fun just as much as the Monty Haulers. The heroes should receive a reward when they win out over incredible odds, spend months mapping a maze, or otherwise successfully complete a scenario. If magic or cold cash is exceedingly rare in your campaign, award the players with an experience point bonus appropriate to the situation. Players need to see tangible benefits as a result of their efforts or their interest wanes.

Thinking Monsters

It is fast and easy to stock a dungeon using the MONSTROUS MANUAL tome, dropping likely monsters into their rooms to wait for unwary PCs. Sometimes, speed is crucial in creating a dungeon for immediate play. However, if you have more time, you can generate a lot of fun and interest by putting yourself in the claws of the monster: If I were a goblin eking out my living in this catacomb, how would I use this environment to my best defensive advantage?

For starters, any monster with more sense than a toadstool eventually realizes that the *wand of magic missiles* and *sword of wounding* in its hoard are actually much more valuable if actually used. Most sentient creatures use their magical resources; they do not just pile them up for potential looters. In this way, the goblin king becomes a formidable foe, wearing *bracers of defense AC 2* and brandishing a *broad sword +3*, not to mention the *potion of superheroism* and *potion of giant strength* it just downed.

Along the same lines, physically weak creatures are not necessarily mentally weak. In fact, frailer beings must often act more insidious than creatures that can get by on brute force alone. Such creatures are likely to make the absolute best use of

the available terrain and environmental resources, creating an even greater challenge than their level or HD might suggest.

Example: The goblins of Galduraan have created huge defensive mats woven of twigs, soiled straw, putrid offal, pottery shards and lumps of sticky clay to deter intruders from sensitive areas. Because the goblins are intimately familiar with the mats, they can run lightly and safely across the gooey barriers. However, those unfamiliar with the mats are likely to break through. Of course, the goblins anticipate this and have prepared various mats with "surprises" for those breaking through—including pits, spikes, and rot grubs.

Techniques for Atmosphere

Certain simple techniques in dungeon design can go a long way to provide a tense, scary, or exciting atmosphere. Your players long reminisce about those dungeons where the encounters seemed particularly immediate and real. This product does not detail every possible atmosphere-enhancing technique available, but two of the most important methods appear below.

Rub of the Real

Whenever possible, utilize your own real-life experiences to describe similar situations. Nothing beats real experience, and a description of a particular area or situation from the lips of one that has actually experienced that circumstance is invaluable.

If the PCs determine that their best bet on gaining entry to a buried tomb is through a series of narrow crevices, the constricted spaces could be just wide enough to allow the heroes access. As the DM, you may have real life experience in crawling through narrow, constricted spaces, and so as the party crawls into the small openings, you regale them with a description along the lines of the following:

The scents of damp earth and rot surround you like an invisible haze. As the tunnel narrows, you are forced to crawl upon your hands and knees. When the space constricts further, you must make a choice between inching your way along your belly with your arms either flung out before you or pressed back along your sides; there is no room to shift between these positions ahead. The scrape of your passage tumbles dirt into your eyes and mouth, and small insects skitter just in front of you. You wonder if you could squirm out backwards if the tunnel narrows even further, or if you would become thoroughly wedged into the earth. Even now, it is possible you have come too far to go back.

The Psychology of Implication

Often, the implication of great danger is sometimes better than the immediate threat itself. The dread that the players experience when speculating about what could possibly be making the *unearthly* cries emanating from the cavern ahead is invaluable. Sometimes, the fevered imaginations of the characters concoct horrors far beyond what actually lies ahead based solely on well-devised clues. It is the implication of an unrealized threat that engenders the most significant tension and even terror. For example, the flitting shadow that disappears as soon as it is noticed provides more terror than stumbling across the vampire lord of a crypt without any build-up at all.

On a related note, tying a particular threat to a specific dungeon feature that occurs periodically within the complex soon conditions the players to expect the appearance of that threat whenever they see the associated marker, even if it is not really there. The anxious probing by the PCs that follows the discovery increases overall player tension within the dungeon setting.

Example: While traveling through a series of unexplored caves, the PCs are constantly beset by carrion crawlers from every large fissure they pass. These carrion crawlers dangle their tentacles down and snatch the victim back up into the fissure, dining in safety away from the sword blows of its victim's companions. After a few such horrifying attacks, the player characters begin to give each and every fissure a very wide berth. When the players finally realize that the only way out is through one final fissure, fear becomes apparent in every eye around the table, regardless of whether or not there really is a carrion crawler in the hole.

Part Two: Applied Dungeon Conception

Part Two contains varying approaches to the initial dungeon conception. It also describes various twists and tangents that can make an ordinary dungeon unique. While this section is ideal as conceptual "fertilizer," it is presented such that the roll of a die can also generate specific concepts for dungeon projects.

Approaches

Within a fantasy setting, a dungeon is often built for reasons other than providing an adventuring party a locale to explore and loot. The purpose behind creating a dungeon is its approach. Looking at a dungeon from the point of view of its "real" builder, a few questions spring to mind, such as:

- What was/is the purpose of the structure?
- What were the needs of the builders?
- Why did the creators build what they built?

Keeping these questions in mind may make the conception and mapping of a new dungeon flow more easily than simply staring at an empty sheet of graph paper and hoping that inspiration strikes.

Example: You determine that the party's next challenge lies within the rough warrens bored into the side of a quiescent volcano. These warrens were delved by dwarves who now use the submerged magma as an elemental forge.

To this end, you quickly sketch a series of deep magma tubes like red veins in the earth. Over one of the tubes, the dwarves carved their grand forge chamber, to which the accumulated ores from other portions of the complex are brought. Where do these ores originate? They come from mining shafts in other portions of the volcano, of course, so you quickly sketch these rough tunnels in.

When the dwarves are not mining or forging, they spend their free time sleeping in private dwellings, trading their smithwork for victuals in a bazaar accessible from the surface, and making merry with their fellows in a dwarven rathskeller. Easily, you add these areas to the map, likely above the levels of the mines and forge.

Finally, you provide the dungeon with an entry to the surface and some suitable defenses. You can fill in architectural details and encounters afterwards. In conception, at least, you have created a dungeon based upon a defining approach.

Determining a Dungeon Approach

Choosing the approach for your dungeon is an important decision. Since the approach guides—or at least influences—the overall aspect of the dungeon, you should be sure to pick one that offers possibilities of enjoyment for your players and, even more importantly, is a concept about which you feel enthusiastic.

However, if inspiration fails to strike or you are interested in generating an approach randomly, you can roll on **Table 1: Dungeon Approaches.** If you are not happy with the result, disregard it and roll again. If desired, rolling for two or more defining approaches simultaneously can add additional layers of complexity to your dungeon. A description of each entry follows the table.

Table 1: Dungeon Approaches

Roll 1d20	Approach
1	Abandoned site
2	Academy
3	Animal lair
4	Base camp
5	Colony
6	Community
7	Death trap
8	Entertainment site
9	Hermitage
10	Mine
11	Natural phenomenon
12	Prison
13	Refuge
14	Research area
15	Seat of rulership
16	Temple
17	Tomb
18	Treasury
19	Underground stronghold
20	Vessel

Dungeon Approach Descriptions

Some of the following definitions could easily be linked to associated dungeon types described in **Part Three: Dungeon Types.**

Abandoned Site: Abandoned sites (including ships and other large, once-mobile objects) usually fall into ruin for lack of upkeep, so the original purpose of the structure may be lost to time. Such places often provide perfect lairs for both natural and supernatural creatures, and even intelligent entities that colonize the area in the absence of the original builders. The purpose of an abandoned structure may remain a complete mystery, or you can roll again on Table 1 to determine its original purpose.

Academy: Academies usually contain several large structures, with secondary buildings to house the faculty, support staff, and students. An academy may teach swordplay, music, magic, juggling, or some other esoteric skill, and the skills of the college residents correspond to the subjects taught. A school's course of study may even be tainted with evil; secret schools for assassins and necromancers fit this category.

Animal Lair: Animals and monsters often create warrens of earthy tunnels. These burrows can be shallow (such as a cave in the side of a cliff) or extensive (such as the excavations of a behemoth rock worm over the span of centuries). Often, smaller creatures live in extended familial groups containing many individuals, while larger creatures (dragons, for example) lair alone.

Base Camp: When an intelligent group of beings attempts to push into a new or hostile setting, they usually establish a base camp. Base camps share many attributes with colonies, in that they possess everything necessary for a small group to live away from their normal environment kept within a defensive perimeter. The inhabitants of the camp often set stringent guard in hostile or dangerous territories, sending scouts into these areas for current reports.

Colony: The frontier (be it on land, beneath the sea, in space, or on a completely different plane) offers open spaces into which many differing races can expand and seek out new opportunities. Colonies are usually small, containing a sample population of the parent civilization as well as the equipment necessary for the group to live outside of their normal environment. Colonists are often vigilant against the dangers of the mysterious and hostile environments in which they have established residence.

Community: Wherever large groups of humans, demihumans, and social beings of every sort come together to live, a city of the appropriate sort springs up (aboveground structures for humans, treehouses for some types of elves, burrows for halflings, magma cores for fire elementals, etc.). Fantasy cities normally contain many equivalents to real world cities, like taverns, inns, merchants, city guards, guilds, a local government, and so on.

Death Trap: Sometimes, a particularly eccentric wizard or other powerful being entertains itself by constructing an underground labyrinth with no purpose other than to trap, humiliate, and destroy any who might be so foolish as to trespass. These dungeons typically contain such intricate traps and deadly monsters that most adventuring parties do not stand a chance in its dank corridors. Alternatively, death trap sections of dungeons could lie adjacent to other subterranean chambers as a protective measure.

Entertainment Site: A wealthy society or individual sometimes has the means and interest to create a complex specifically dedicated to entertainment. Such complexes could feature gladiatorial events, mock combats, games of the mind, and games of chance. Often, wagering and the exchange of large quantities of cash take place in such establishments; therefore, a security force is often employed to keep order.

Hermitage: Holy individuals, sages, wizards, and other entities of great age or power sometimes grow impatient or tired of daily contact with civilization, leaving to establish an isolated abode far the from the concerns of everyday life. Such abodes are difficult to find and dangerous once discovered; a being that has devoted so much energy to remain hidden does not normally welcome uninvited guests. Such intruders usually seek these hermits for the answer to a riddle, for help with a

problem, or to retrieve some ancient relic said to be in the keeping of the recluse.

Mine: Many societies utilize iron, gemstones, and precious metals. To this end, they may dig mines following veins of ores, minerals, or fantasy substances. Such areas usually contain extensive rough tunnels and facilities for smelting or working the bounty from the earth. Often, the proprietors of fantasy mines live in associated subterranean chambers.

Natural Phenomenon: Most subterranean complexes originate from the natural processes of nature. Limestone is soft and easily eroded by the rain water seepage of millennia, creating winding and chaotic passages. Geothermal processes and volcanic vents can also create natural spaces below the earth. In general, natural tunnels are characterized by narrow passages, steep inclines, stalactites, and stalagmites. In a fantasy setting, natural caverns are ideal locations for encountering subterranean monsters and underground civilizations whose interests often run counter to those born in the light of the sun.

Prison: Many castles, fortresses, and civil enforcers require a dark, often underground, chamber or cell used to confine prisoners. Facilities include multiple barred cells, trap-filled labyrinths to confuse escaped prisoners, and possibly torture equipment for the purposes of interrogation (or even for the cruel pleasure of evil captors).

Refuge: People build refuges of all sizes in order to avoid or hide from a wide variety of dangers. Some refuges are created by individuals that have fallen from favor and are marked for death by their erstwhile peer group, other shelters are built by small groups or families to hide from incessant warring, and some secret refuges are constructed by those wrongly (or rightly) persecuted for major offenses. The largest refuges occur when a worldwide calamity of apocalyptic proportions forces everyone to move underground. Refugees often display active distrust or fear toward anyone that discovers and penetrates their refuge.

Research Area: Strongholds are sometimes created by those in possession of great power in order to pursue delicate, dangerous, or somehow illicit research. Such strongholds, either above or below the ground, are usually hidden from the general populace, abound with traps to dissuade the curious, and may even contain some powerful and dangerous manifestation of the facility's research.

Seat of Rulership: A king, queen, or other presiding individual often rules from within a castle. Examples of castle architecture abound in both history and fantasy literature. Of course, rulers may rule from wherever their particular cultures demand. A structure created for the rulership of surrounding areas normally contains a throne room, audience chamber, elegant quarters for the rulers and visiting nobility, a massive staff responsible for running the household, and an elite force of soldiers to enforce the ruler's mandates. A ruler often has the money to indulge in all manner of hobbies and entertainments, so dozens of the castle chambers are often thus devoted to music, art, magic, dancing, fencing, literature, or other even more esoteric callings. Additionally, these rulers usually keep a treasury near at hand.

Temple: Deities of almost every sort require temples dedicated to their worship. Most temples feature shrines complete with representations of the deity in question. Temples commonly house clergy, acolytes, and defenders of the faith. Private sanctums for those closest to the deity in question often exist in the temple's center, where paraphernalia useful for communion with the deity is sometimes available.

Tomb: Most cultures revere their dead and inter them in the earth in some fashion. Serfs and other lower classes are generally buried in spaces only large enough to contain their corporeal forms, but some individuals rate grand burial chambers, catacombs, or related structures. These sites often contain large spaces out of reverence for the deceased, and confusing passages to bewilder possible thieves.

Treasury: When cash reserves, treasures, and items of specific power become too significant to keep in a mundane vault, secure treasuries are sometimes built to hold them. Common features of treasuries include impenetrable caches, trapped approaches, and heavily guarded entrances. Magical guardians could also defend the actual vault containing the treasure. On the other hand, vaults are not always intended to keep out thieves. Sometimes, they hold a dangerous item, concept, or entity too powerful to be destroyed.

Underground Stronghold: In some cases, it makes far more sense to build below the earth than above. Spaces below the earth are often easier to defend, and builders with access to magical means of excavation have no trouble delving subterranean dungeons. Underground spaces built primarily for defense (and probably secrecy) are often reinforced with defensive walls, traps, and an active militia to deter invaders. If desired, you can roll again on Table 1 to determine the secondary purpose of the subterranean structure.

Vessel: Large vessels designed to travel on land, sea, air, or in space certainly do not count as traditional dungeons, but they still easily fit the AD&D definition of the word. Certainly, a fantasy setting allows such vessels to be massive in size and ambition, but even a small sailing ship usually contains many cabins and chambers to keep the interest of an adventuring party. By their nature, most vessels have a captain, crew, cargo, and possibly passengers. Vessels contain provisions enough to last the crew and passengers for several weeks or more of travel, and weapons to repel pirates and other dangers.

Part Three: Dungeon Types

Each dungeon type presented in this section includes a general description, a list of common features, property and encounter tables, and descriptions of each of the property entries. The dungeon types also correspond to the geomorphs in the enclosed booklet (described in "Using the Geomorphs" below). These geomorphs can either be ignored, copied to create a dungeon to your own specification, or utilized in conjunction with the rules presented in **Part Six: Autodungeon Engine.**

Determining Dungeon Type

Of course, determining the **type** of dungeon to use in your adventure—such as a castle, tomb, or cave—goes hand in hand with determining the approach (described in **Part Two: Applied Dungeon Conception**). While the geomorphs and the property and encounter tables take some strides towards fleshing out each dungeon, you can completely flesh out a dungeon only by using your discriminating and insightful eye. Thus, if you create a dungeon by strictly following the guidelines and rules presented herein and discover that, somehow, a treasury failed to make it into your dungeon, simply add one and stock it with whatever treasure you feel appropriate to the dungeon type.

If inspiration fails to strike when you are choosing a dungeon type (or you are interested in generating a dungeon type completely at random), roll on **Table 2: Dungeon Types.** If you do not like the resulting dungeon type or it does not match the approach you have chosen, disregard it and roll again. To add additional layers of complexity to your dungeon, roll for two or more types simultaneously.

The six dungeon types presented below describe only a few of the possible dungeon types available. Though many other types exist, this book presents these six in order to correspond to the associated dungeon geomorphs included with *Dungeon Builder's Guidebook*. Each entry on the table is fleshed out later in this section.

Table 2: Dungeon Types

Roll 1d6	Type
1	Aerial
2	Castle
3	Interdimensional
4	Mine/natural cavern
5	Ruin/tomb
6	Underwater

If you are planning on permutating your dungeon (as described in **Part Five**), continue your dungeon-building process with **Table 9: Permutations** before going on to the geomorphs, as described below.

Using the Geomorphs

As you have probably noticed, the *Dungeon Builder's Guidebook* includes a separate book of maps, broken down into many different dungeon geomorphs. At the most basic level, these geomorphs serve merely as templates for you to use in your own dungeon design. You can either trace these models onto your own map, adjusting them according to how you think they should fit together, or you can make photocopies, cutting them out and attaching them as necessary to create a dungeon. Note, however, that a couple of the geomorphs portray cross-sections of the dungeon. In these few instances, you will have to change your mapping technique to allow for the altered orientation.

The geomorphs (and the accompanying property and encounter tables) are meant to seed your creativity, not channel or stifle it. Thus, you do not have to use every geomorph in your own dungeon; you can pick and choose the appropriate geomorphs, reusing the same one repeatedly if necessary. Also, do not hesitate to change boundaries and keyed locations if they do not fit your own conception of how the dungeon should come together. Most importantly, *do not hesitate to freehand connecting chambers, halls, tunnels, and other features between those geomorphs you do incorporate.*

The maps all use the same two conventions to indicate suggested points to which you can splice the next geomorph. The first (✱) normally occurs at either a door, hallway, or open area. Feel free to trim hallway lengths, change door positions, or reduce or enlarge open spaces in order to achieve a better fit for the added geomorphs. In addition, the geomorphs use stair symbols (⚭) to indicate a connection to an upper or lower level. When a geomorph contains the symbol for a staircase, it is left up to you whether the staircase ascends, descends, or both, possibly connecting many different levels.

Finally, no rule prevents you from switching between geomorph types. For instance, you may be piecing together a dungeon using "Ruin/Tomb" geomorphs, when you decide that one of the rooms gives way to a series of natural caverns. Instead of drawing the caverns freehand, you could drop in some of the "Mine/Natural Cavern" geomorphs to finish the map. In fact, splicing together various dungeon types creates a richer and more varied dungeon. Still, you should be careful not to go overboard by combining too many disparate types without rhyme or reason.

Founding Geomorphs

The inside cover of this book contains the founding geomorphs for each dungeon type. In most cases, this geomorph gets you started by setting the stage for all associated geomorphs. The **founding geomorph** functions as an exterior view of the overall shape of the dungeon. Thus, they are at a much larger scale than the other geomorphs. You merely choose from the lettered geomorphs (labeled alphabetically under each dungeon type), link them together in whatever order and frequency is necessary, and fit them into the structure of the founding geomorph. These geomorphs are not meant to restrict the creation of your dungeon, so feel free to expand beyond the given dimensions and shapes if necessary.

Detailed descriptions of the keyed locations in the founding geomorphs appear in Chapter Two.

Focus Geomorphs

Besides the founding geomorph, each set of dungeon geomorphs contains a focus geomorph. The **focus geomorph** is the section of the dungeon that is somehow pivotal to the entire complex. Therefore, although it does not have to be present, it is almost always included somewhere in the construction of a dungeon.

Detailed descriptions of the keyed locations in the focus geomorphs appear in Chapter Two.

Property & Encounter Tables

Each dungeon type has an associated property and encounter table. At the most cursory level, these **property** and **encounter** tables provide suggested room themes and encounters within otherwise unkeyed chambers of the appropriate dungeon type. You do not have to use these tables at all; they are only a guide. If you *would* like to use the tables to fill out empty rooms in dungeons of your own design or in conjunction with the geomorphs presented in this product, you will likely find them most satisfying as a *supplement* to your own inclusions and design. As the Dungeon Master, you must decide whether or not a particular entry makes sense in your dungeon. If not, choose another, or roll again.

If you find a particular property table too limiting, simply choose another property table from a different dungeon type to add some variety. Those interested in generating completely random contents and encounters should check out the Autodungeon Engine in **Part Six.**

Using the Tables

To use the property and encounter tables, first sketch out an empty dungeon (possibly with the aid of the geomorphs). Once the map is complete, move through each room and either choose a likely property or encounter, or roll on the appropriate property or encounter tables. It is not necessary to choose both a property and encounter for each chamber unless the room in question requires additional color. Merely choosing a property for the chamber in question is often sufficient to suggest the type of NPCs that might appear there. For instance, in the kitchen, one might expect to find a few cooks, a couple of scullery maids and servants, and possibly a hound or two on the prowl for an easy handout. Certain choices can also be used over and over again (such as quarters and servants), while some few may be appropriately used just once (such as a throne room). Feel free to reroll if the result does not suit your needs or if it is already in use. Further, not every room necessarily contains contents or encounters. Some rooms can remain empty.

In addition to the results of the property and encounter tables, you may wish to place a few puzzles or traps. Mysterious elements such as these are often best if intelligently placed, but you can assign each room some small chance (10% is a good choice) to contain a trap. Then, you can either design your own trap or randomly roll using the tables in **Part Five: Traps.**

Fleshing Out Rooms

After you have determined the properties and/or encounters for each area, you can immediately flesh out the contents of each room. This involves giving each room a simple description, adding any specific items you might like the PCs to find or information the PCs might need, as well as placing possible treasure either hidden within the chamber or upon any NPCs present. As with room encounters, not every chamber and NPC necessarily has anything of value at all.

Unfortunately, constraints of space do not allow full descriptions of each entry on the encounter tables. You will have to use the MONSTROUS MANUAL tome to key the stats of the creatures encountered in your dungeon. In the case of the properties, one-line tags appear in each table itself and may prove enough to suggest the room's contents to you. If not, expanded descriptions of the properties follow each of these tables. Use none, some, or all of the particulars in these descriptions. They are provided mostly to serve as a guide.

Character Levels

As the DM, you must adjust the number of creatures encountered to correspond with the number and levels of the adventurers. You will have to judge whether or not a result is reasonable. For instance, if you are fleshing out a dungeon for a group composed of four 1st-level adventurers, a random roll on **Table 6b: Mine/Cavern Properties** could potentially pit them against three ropers. You would have to lower the number of opponents for a more even match.

A workable rule of thumb is that total monster level should not exceed (or fall below, for that matter) the combined party level by more than four or five levels. For example, the party of four 1st-level adventurers might survive a fight with up to eight 1 HD creatures or perhaps two 4 HD creatures. However, they will probably be out of their league against ten 1 HD creatures, or even three 4 HD creatures. By the same token, a party of four 4th-level adventurers may not be challenged by only six 1 HD creatures, but they certainly might give second thoughts to wading into a tribe of thirty 1 HD creatures.

Aerial

While many of the other dungeon types immediately suggest a definitive form and structure based on historical perspective or precedent (such as the castle), the aerial dungeon type is far more amorphous. An aerial dungeon is any space that is predominately elevated above some surface and is home to winged or aerial beings, or even nonflying beings that somehow survive or even thrive in the aerial environment. Thus, it could contain many different dungeon types. Some examples of aerial dungeons include castles supported by clouds, amorphous and shifting cloud islands, or societies situated upon the backs of massive aerial organisms. Less fantastic aerial dungeons might be structures located at the tops of mountains or cities carved into the sides of towering cliffs.

Being so far up also creates the very real danger of falling. Anytime a melee takes place near a rim, crafty foes may attempt to push assailants off the edge. You can handle this mechanic in any way that seems appropriate, or simply allow any potential victim within five feet of an edge a saving throw vs. paralyzation (failure indicating a fall) whenever a foe manages to land a successful attack specifically designated as a push. This push delivers no damage, except for that imposed by the resulting fall.

Table 3a: Aerial Encounters

Roll %	Encounter
01–05	Aarakocra, guest/ally/captive (1d10)
06–10	Air elemental, servant/passerby (1)
11–27	Bird, 1–4 HD (1d8)
28–32	Bird, 5+ HD (1d2)
33–47	Commoner, level 0 (5d4)
48–50	Cloud or storm giant, envoy/invader/captive (1)
51–53	Dragon, invader/sleeping inhabitant (1)
54–61	Griffon (1d6) or hippogriff (2d6)
62–69	Kenku, guest/servant/captive (1d10)
70–74	Noble, level 7 warrior/wizard (1d2)
75–84	Priest, level 4–6 (1d6)
85–00	Warrior, level 1–3 (1d6)

Table 3b: Aerial Properties

Roll %	Property
01–05	Amphitheater
06–15	Aviary
16–25	Cistern (rainfall collection)
26–28	Cloud vortex to Plane of Air
29–34	Library of the Winds
35–50	Living spaces
51–60	Meditation perch
61–68	Meeting spaces
69–79	Nest/aerie
80–85	Observatory (both sky and ground)
86–95	Shrine (to gods of wind and/or sky)
96–00	Stable (for aerial mounts)

Amphitheater: Stone or wood blocks are arranged here in increasingly high rows to frame a central dais.

Aviary: This large enclosure or cage consists of thin strips of wood or wire and holds 1d20 normal birds and 1d4 large, dangerous birds.

Cistern: This ornate bowl, tub, or receptacle is likely to contain rainwater.

Cloud Vortex to Plane of Air: This area of clouds slowly swirls in a clockwise fashion and is actually a portal to the Elemental Plane of Air. There is a 20% chance that the portal is only one-way.

Library of the Winds: This enclosure houses hundreds of books. The books all deal with aspects of aerial life and locations. Alternatively, this could be an enclosure that remains open to a continual wind where natives go to meditate in peace; knowledge is passed to the supplicant by the wind itself.

Living spaces: These areas contain sleeping mats, cooking devices, games, and other items appropriate to homes.

Meditation Perch: This is a block of jutting stone or a wide branch. The perch overlooks a vast swath of sky or another grand vista conducive to deep thoughts.

Meeting Spaces: These enclosures or spaces contain tables and chairs for many creatures to come together.

Nest/Aerie: This is the nest of a large bird, such as a giant eagle or a roc, built on a cliff or other high place. Often eggs can be found within. Homes built on cliffs and high places are also aeries.

Observatory: This structure allows its makers to view either the sky or the grounds below. It contains equipment (magical or technological, your discretion) for making visual, astronomical, meteorological, or supernatural measurements.

Shrine: This open (or partially enclosed) area contains the likeness of a god or some other holy symbol. Ceremonies probably take place here on a regular basis. At the very least, pilgrims sometimes visit this holiest of places to worship the aerial deity in question.

Stable: This enclosure contains 1d10 aerial mounts such as pegasi, griffons, giant eagles, etc.

Castle

Fantasy cities (and communities of antiquity) often possess outer walls to keep out invaders and dangerous monsters. These walls usually house a citadel or castle, a mighty fortification suited for the rulership of the surrounding lands and also used as the home of the ruling body and associated nobility. However, stone castles are not known for their comfort. Even in summer, dampness clings to the stone rooms. Thus, the ruler and retinue spend as much time as possible outdoors, unless they can use spells to make things more comfortable.

The castle encounter table does not list races. This gives you the opportunity to insert whatever race is most appropriate for your campaign.

Table 4a: Castle Encounters

Roll %	Encounter
01–03	Advisor/general, level 10–12 (1d4)
04–10	Courtier, level 1–6 (1d6)
11–17	Knight, level 5–11 warrior (1d6)
18–24	Noble, level 1–10 (1d6)
24–26	Noble, level 10–20 (1)
27–29	Royal pet, 2–8 HD (1d8)
30–44	Servant, level 0 (1d2)
45–59	Servant, level 1 (2d10)
60–74	Soldier, level 1 warrior (1d2)
75–89	Soldier, level 2 warrior (2d10)
90–96	Supplicant, level 1–4 (1d6)
97–00	Vizier, level 5–11 priest/wizard (1d2)

Table 4b: Castle Properties

Roll %	Property
01–05	Archery range
06–10	Armory
11–12	Banquet hall
13–14	Chapel
15–19	Cistern
20–21	Dungeon
22–32	Guard barracks
33–37	Kennel
38–43	Kitchen
44–48	Library
49–53	Melee practice chamber (dojo)
54–55	Music room
56–60	Observation chamber
61–62	Prison cells
63–73	Quarters, common
74–78	Quarters, noble
79–89	Storage room
90–94	Study
95–96	Torture chamber
97–00	Trophy chamber

Archery Range: This long hall contains various targets that archers try to hit with their arrows. Assorted missile weapons and appropriate ammo are likely to be found here.

Armory: This secure room contains all manner of melee and missile weapons. A few of each of the basic weapons can be found here, as well as some of the more esoteric pole arms. Usually, a guard is posted here, dispensing the weapons only to those with the authority to take them.

Banquet Hall: This room is almost filled by a large table around which many chairs are pulled. Huge decorative chandeliers hang over the table, and many torches light the walls when feasts ensue (at which time all the chairs are filled with hungry natives).

Chapel: An air of solemn dignity robes this area, and the only light besides candlelight in this chamber shines in through stained glass windows. A low altar sits at the front of the chamber. It is here that the priests of the appropriate deity perform their rituals

Cistern: This is a large reservoir kept full of water to be used in times of drought or siege. Rumors speak of a water monster inhabiting the cistern that attacks those who come to drink alone.

Dungeon: These dank cells allow little outside light to shine on the rotting straw, chains, and occasional prisoners.

Guard Barracks: Cots and bunk beds line these walls and serve as the temporary homes for guards serving here. Many guards are actually on duty, but of those normally in the barracks, half are asleep while the other half play games of chance at a rough central table.

Kennel: Fierce dogs are kept in this large enclosure, friend to no one but their loving keeper. The dogs are fed kitchen scraps, but not quite enough to make them turn up their noses at live meat.

Kitchen: The heat of the hearth and vats is oppressive in here, and the many smells of cooking food compete with the shouted instructions of the cooks to the servants scurrying through the area.

Library: Only the nobles are allowed in this chamber. Its wooden shelves contain rare tomes of knowledge collected from far places. Adventurers' journals, anatomies, ecologies, and other tomes containing thought-provoking material can be found herein.

Melee Practice Chamber: The clang and ring of metal on metal resounds through this chamber as young aspirants in the martial art of warfare are instructed by seasoned masters.

Music Room: Not often used, this chamber contains a few instruments (including horns, flutes, and drums) once played by former inhabitants. Sheet music in abundance can also be found here, as well as the occasional prince or princess attempting to play one of the forlorn instruments.

Observation Chamber: This chamber either looks out from a high place upon the surrounding lands, or it looks into another chamber of the structure, either overtly or secretly (such as the prison or guest quarters).

Prison Cells: These cells are not unlike those in the "Dungeon" entry (above), though less dingy. Significantly, they contain those prisoners that stand some chance of being released one day.

Quarters, Common: These rooms contain beds, simple tables, and buckets of water for bathing.

Quarters, Noble: These are fancy versions of the common quarters, furnished with canopied beds, armoires, and claw-footed tubs for luxurious hot-water bathing.

Storage Room: This room is full of crates and parcels to serve against some future need, possibly containing salt, smoked meat, spices, pickled foods, or decorations.

Study: This room is like the library, but with fewer books. It has a nice wooden desk polished to a gleam, which contains smoking implements, writing utensils, paper, maps, possibly a journal, and vital communiqués half written to far-off baronies.

Torture Chamber: This chamber of horrors contains all your standard items designed to bring pain to humanoid-shaped creatures in the name of garnering information (or possibly just in the name of sadism).

Trophy Chamber: The heads of large game, the swords of defeated rulers, and the scales of defeated dragons (which could have just been found, though the owner likely has a different story) adorn this room in a fashion pleasing to some eyes.

Interdimensional

The cosmology of a fantasy setting allows alternate dimensions, parallel planes, and extraterrestrial civilizations. By their very nature, interdimensional "dungeons" are *different* from and possibly *alien* to anything normally encountered upon the Prime Material Plane of a typical fantasy setting. Because of these qualities, such areas make ideal, though dangerous, dungeons for anyone who wishes to add occasional variety to their campaign, or even bring it to a new level.

Though the interdimensional geomorphs provided here can be used independently, those interested in running extraplanar campaigns can find information, adventures, and settings for plane-spanning adventures in the PLANESCAPE™ campaign setting. While the PLANESCAPE materials do present an entirely independent setting, these materials are equally valuable to DMs who want to bring their campaigns into alien territories occasionally. These products even provide ties for nonplanar parties to participate within the scenarios or adventures.

The interdimensional founding geomorph focuses upon the interface between a prime-material location and a demiplane known as the Semblance. The interdimensional focus geomorph describes the infernal inner realm of an Abyssal fiend! Unlike many of the other dungeon types, the lettered interdimensional geomorphs have individual entries (also detailed in Chapter Two), describing any strange qualities that may pertain to them.

The examples shown here are merely the tip of the iceberg for possible extraplanar settings. You can either use the settings as they are provided, or you can replace the people, races, and entities described with beings more appropriate to your own campaign setting.

Table 5a: Interdimensional Encounters

Roll %	Encounter
01–03	Aasimon*, deva/planetar/solar (1d2)
04–08	Arcane, trader** (1d6)
09–11	Astral dreadnought** (1)
12–14	Death knight, mounted on nightmare (1)
15–21	Elemental, air/earth/fire/water (1)
22–26	Githyanki*/githzerai* (2d4)
27–33	Imp, quasit/mephit (1)
34–36	Night hag*, (1) with larva* (1d10)
37–41	Prime adventurer, level 10–20 (2d4)
42–44	Prime/planar wizard, level 20–30 (1)
45–51	Planar adventurer, level 1–10 (2d4)
52–56	Planar adventurer, level 10–20 (1d4)
57–63	Quasielemental***/paraelemental*** (1)
64–68	Slaad, gray (1d4)/death (1d2)
69–75	Slaad, red (3d6)/blue (2d6)/green (1d6)
76–80	Tanar'ri*/baatezu*, greater (1d4)
81–87	Tanar'ri*/baatezu*, lesser (1d8)
88–90	Tanar'ri*, true (1d8)
91–93	Yugoloth*, greater (1d4)
94–00	Yugoloth*, lesser (1d4)

*Described in PLANESCAPE *Monstrous Compendium Appendix.*
**Described in PLANESCAPE *Monstrous Compendium Appendix II.*
***Described in PLANESCAPE *Monstrous Compendium Appendix III.*

Table 5b: Interdimensional Properties

Roll %	Property
01–07	Abandoned/destroyed outpost
08–12	Chaos fountain (corrosive!)
13–17	Conduit or color pool (on Astral)
18–20	Corpse of an unhallowed god (on Astral)
21–27	Demonic or devilish infestation
28–32	Distance distortion
33–35	Entry onto the Infinite Staircase
36–38	Fortress of a demigod
39–43	Morph field (laws of physics go haywire!)
44–48	Music of the spheres
49–55	Outpost inhabited by primes
56–60	Planejammer (planar ship passes by)
61–67	Portal to alternate world/crystal sphere
68–74	Portal to Astral or Ethereal (key required)
75–79	Portal to an Inner Plane (key required)
80–84	Portal to an Outer Plane (key required)
85–89	Prime-material wizard's secret citadel
90–92	Root or branchlet of the World Tree
93–97	Timeslip (time slows or accelerates)
98–00	Tributary of the river Lethe or Styx

Abandoned/Destroyed Outpost: Shrapnel, burned structures, melted weapons, and other obvious signs of a habitation long abandoned are evident here. Searching through the rubble may uncover clues to the past owners, intriguing artifacts, and even deadly traps.

Chaos Fountain: This stone fountain carved with disquieting imagery spews forth the stuff of chaos in a churning, twisting, colorful blast of light, smell, and sound. The miasma rises and then falls, evaporating before it touches the ground; anything (or anyone) stuck into the fountain is disintegrated.

Conduit or Color Pool: This colorful rainbow pool transports those that access it to a completely different plane.

Corpse of an Unhallowed God: Floating in the silvery void of the Astral Plane is a rocky formation that looks humanoid in its proportions, though extremely large! Strange laws of physics apply nearby one of these dead gods.

Demonic or Devilish Infestation: Sick growths, odiferous fungi, and writhing grasses hint at the possibility that a fiend from one of the lower planes has taken up residence here.

Distance Distortion: The local area is *bent* so that space and time act in unusual ways. Everything appears to be 1d10 times farther away (or closer) than it actually is, which could be a dangerous situation.

Entry onto the Infinite Staircase: This Escherlike tableau of stairwells connects a myriad of planes. It is said that if you walk the Staircase long enough, you will eventually find your heart's desire. Hopefully, you will not meet a fiend along the way whose heart's desire is to have you for supper!

Fortress of a Demigod: A grand structure rises upward, its reinforced arches and climbing towers obviously the result of supernaturally inspired construction. This fortress has the potential to be an entire dungeon in its own right, containing as it does the priests, pilgrims, and lesser and greater servitors to the demigod—not to the mention the demigod itself.

Morph Field: This is distance distortion taken to extremes! Distances do not just *seem* distorted; they *are*. In fact, physical objects—including flesh—sometimes twist and distort, causing great pain (and at least 1d6 points of damage) to living creatures.

Music of the Spheres: Heavenly chords resound through the area from unseen voices—or are they instruments? Or, is it the celestial sound of planar spheres as they shift and collide in their infinite majesty?

Outpost Inhabited by Primes: Stalwart humans from the Prime Material Plane have colonized this extraplanar space. They could be hiding from persecution, mining strange minerals, seeking peace, or using the area for extraplanar research.

Planejammer: What is that in the distance? It looks like a galleon, but it is floating free in extraplanar space, moving through the dimensions as if they were seas. Legends tell of

spelljammers, ships that ply the spaces beyond the world, but ships that ply the planes?

Portal to Alternate World/Crystal Sphere: An arch, door, or other opening provides passage for those who perceive its dual usage—and for those who possess the proper key (perhaps a piece of bone, a quill, or a thought). The passage leads to another world on the Prime Material Plane.

Portal to Astral or Ethereal: An arch, door, or other opening provides passage for those who perceive its dual usage—and for those who possess the proper key (perhaps a small carving, a silver chain, or a grin of expectation). Beyond is either the infinite silvery void of the Astral (the plane of the mind) or the misty, swirling expanse of the Ethereal (the plane of matter, space, and distance).

Portal to an Inner Plane: An arch, door, or other opening provides passage for those who perceive its dual usage—and for those who possess the proper key (perhaps a cup of water, a lit candle, a clod of earth, or a piercing whistle). Beyond lies any one of the inner planes: Earth, Wind, Fire, Water, or possibly any of the intermediary planes that lie between the four primary poles of existence.

Portal to an Outer Plane: An arch, door, or other opening provides passage for those that perceive its dual usage—and for those who possess the proper key (perhaps a vial of condensed cloudstuff, a loaf of bread, or a nihilistic philosophy). Beyond lies one of the many lofty realms of the gods, too diverse, strange, and wondrous to describe in a single paragraph.

Prime-Material Wizard's Secret Citadel: Wizards that reach an appropriate level of power often establish nondimensional, extradimensional, or off-planar abodes; it is almost a rite of passage. In any event, most wizards are not too keen when others stumble upon their secret redoubts, and they have the power to vent their displeasure on trespassers.

Root or Branch of the World Tree: Where does this root go? As you follow it, the diameter of the branch just keeps growing until you can walk upon it. Is this mighty Yggdrasil, the World Ash? Why, yes it is! Yggdrasil is a gargantuan plane-spanning tree whose branches and roots spread throughout many planes, layers, and realms.

Timeslip: Time slides like currents in this area, varying its rates at random intervals. Walk in one direction, and you enter a "slow time" area; it seems no different to you, but to your companions, you move in slow motion. The same is true if someone walks into a "fast time" area; if it goes too fast, some significant aging might occur as well. This is particularly dangerous if a single limb is stuck into a "fast time" current.

Tributary of the River Lethe or Styx: A stream or river encountered might actually be a tributary to one of these two legendary rivers. If it belongs to the Lethe, characters that touch its waters are drained of all memories. If it links to the Styx, characters should be wary of emaciated ferrymen who may take them directly to the Lower Planes despite assurances to the contrary.

Mine/Natural Cavern

Most every intelligent race with the appropriate equipment turns to mining, for flint, copper, tin, iron, gemstone, and other esoteric metals and minerals (including coal, silver, and gold). Those races that are particularly adept at mining, such as dwarves, have even been known to extract oil from the earth through amazingly advanced techniques.

Mines make perfect dungeons—miles of tunnels running deep into the earth, opening into natural grottos, limestone caverns, and possibly even sealed tombs. In some cases , the mines are abandoned, due to catastrophe, war, or merely after tapping out the lode. Other mines remain in operation, and adventurers who enter are either trespassers or mercenaries summoned to deal with dangerous situations in the lower shafts.

Normally, one primary race works a mine, although a variety of creatures could conceivably exist within an extended series of natural caverns making up a subterranean ecosystem. In a fantasy setting, mines are often side by side with underground settlements or cities of subterranean splendor.

Note: Roll only 1d4 on **Table 6a** for encounter checks on geomorphs adjoining the founding geomorph, but switch to 1d20 when geomorphs containing primarily natural caverns are incorporated into the dungeon.

Table 6a: Mine/Natural Cavern Encounters

Roll %	Encounter
01–08	Bugbear, raider (2d4)
09–16	Carrion crawler (1d6)
17–21	Cave fisher (1d4)
22–26	Dwarf, derro/duergar (1d8+1)
27–28	Earth elemental, passing through (1)
29–33	Elf, drow (1d8 or 3d10+20)
34–42	Goblin (4d6)
43–44	Mind flayer (1d4)
45–52	Mine patrol, level 2–5 (3d4)
53–57	Mine patrol, level 6–10 (2d4)
58–66	Miner, level 1–4 (2d10)
67–68	Mold, brown/russet/yellow (1)
69–73	Myconid (1d12 or 20d10 in lair)
74–75	Ooze, ochre/gray/gelatinous/green (1)
76–80	Piercer (3d6)
81–85	Prospector, level 5–8 (1d4)
86–90	Roper (1d3)
91–96	Stirge (3d10)
97–98	Worm, purple (1)
99–00	Xorn (1d4)

Table 6b: Mine/Natural Cavern Properties

Roll %	Property
01–03	Ancient crypt, long undisturbed
04–11	Exhausted lode
12–16	Expedition camp (exploring surface dwellers)
17–24	Fissure (penetrating to depths unknown)
25–29	Forge hall
30–32	Gargantuan fungi (beneficial and poisonous)
33–35	Hatchery for subterranean creature(s)
36–40	Luminescent fungi
41–42	Magma, upwelling
43–50	Mining camp (dwarven prospectors)
51–55	Ore cart nexus
56–60	Pocket of bad air (poisonous)
61–63	Pocket of explosive gases
64–66	Smeltery
67–71	Subterranean city entrance (allied or enemy)
72–79	Subterranean spring
80–84	Underdark supply depot
85–87	Unworked vein of precious metal
88–92	Well
93–00	Working lode

Ancient Crypt, Long Undisturbed: Recent mining has broken into this buried chamber, which contains a type of architecture unused on the surface for thousands of years. This ancient crypt probably contains undead so old that their reason (if every they possessed any) has long ago dissolved.

Exhausted Lode: This is the very end of a played-out tunnel. A few broken picks and a busted ore cart are all that remain as evidence of the activity that once occurred here.

Expedition Camp: Humanoids from the surface braved these underdark tunnels in order to prospect for profitable minerals. They are quite concerned with perimeter security due to reports of drow, duergar, and mind flayer activity in the area.

Fissure: This dark, ragged fissure in the earth penetrates to unknown depths. Strange sounds, haunting tones, vibrating booms, and the occasional manic laugh also drift up from the depths.

Forge Hall: Natives working a nearby mine come here to forge smelted metals into functional items. Furnaces, bellows, vats of water, pincers, and many other metalworking implements are close at hand.

Gargantuan Fungi: This area contains an underground jungle composed of thick mushrooms of all shapes, sizes, and shades. Some of the mushrooms prove to be a good food source, some prove beneficial for healing and other strange effects, some twist the mind away from reality for a time, and some are downright poisonous (successful saving throw vs. poison or die).

Hatchery for Subterranean Creature(s): This chamber holds anywhere from a few eggs to a few hundred eggs. The eggs might be those of purple worms, xorn, cave fishers, or any other underdark creatures. Be careful, where eggs lay safely hidden, the parents are usually not far off!

Luminescent Fungi: This area is coated with a glowing green fungus, providing a natural, if sort of sickly, light to the entire area.

Magma, Upwelling: Bright red-orange light reveals a lake or pool of burning magma. Perhaps a bridge bounds the magma, leading to areas beyond. A misstep or bridge defect could lead to a heated dunking.

Mining Camp: This small camp is composed of underworld natives, possibly dwarven, but maybe drow or some other nefarious race.

Ore Cart Nexus: A crisscross of lines brings together many mining rails here. Many of them have ore carts upon them, and a switching mechanism in the room allows the carts to easily shift from track to track. There might be a rail car here as well, propelled by a seesaw pumping action.

Pocket of Bad Air: Carbon dioxide or some other poisonous gas invisibly fills this chamber, proving deadly to those that stay here long (and fail their saving throws vs. poison).

Pocket of Explosive Gases: The accumulated rot of underdark fungi has filled this chamber with unwholesome methane; a torch or other source of flame could set off a fireball (inflicts 2d6 to 8d6 points of damage to all in the chamber).

Smeltery: Very large furnaces accept the raw ore of nearby mining operations, converting the ore to forgeable material. Many natives responsible for the mine can be found here working the smeltery.

Subterranean City Entrance: This area is actually the outermost territory claimed by an underdark city that lies farther below. The city could be of any race, newly discovered or well known. Whatever race inhabits this city probably posts sentries here in order to keep a watch on their outermost borders. Significantly, the underdark city can be a dungeon by itself.

Subterranean Spring: Cold water is thrust up from the weight of the earth above, pooling here. Many underdark creatures know about this pool and periodically come to this area to slake their thirsts.

Underdark Supply Depot. This area serves as a base for those working a nearby mine. It contains foodstuffs, water, cots, and other items needed to survive on an extended trip. Think of this chamber as the underdark equivalent of a ski hut.

Unworked Vein of Precious Metal: This area contains in its walls an unmistakable vein of precious mineral or metal, something that many prospecting groups (both from above and below) would give much to find.

Well: This ancient well shows signs of intelligent design. The bottom of this dark well could hold water, or some other viscous substance.

Working Lode: Work gangs mine this area with pick axes, hammers, and the occasional crude explosive (possibly magical). Ore carts carry away the bounty of the earth, and delving songs rumble through the air. If the work

gangs are made up of slaves, an overseer beats a giant drum to time the work by the weary diggers.

Ruin/Tomb

Ruins and tombs are often (but not always) associated. Ruins come about whenever an artificial structure of any type is abandoned, leaving the original structure at the mercy of time and the elements. On the other hand, tombs are often abandoned on purpose, left to the quiet (or unquiet) contemplations of those buried within. Tombs are sometimes located beneath living cities and functioning temples, but they offer additional mystery when discovered below ruined structures and cities.

In general, ruins and ancient tombs are in a constant state of decay, sometimes falling apart around intruders. At your option, you may introduce a rule that applies to the player characters whenever they are exploring ruins or ancient, crumbling tombs. For every six turns the party spends under such conditions, roll 1d20. On a result of 1, a portion of a nearby wall or ceiling collapses due to the vibrations of the party's activities. Those who make successful saving throws vs. paralyzation move out of the way quick enough to avoid any damage, but those who fail the saving throw suffer 3d4 points of damage from the collapsing debris.

Table 7a: Ruin/Tomb Encounters

Roll %	Encounter
01–05	Bugbear, 3+1 HD (4d4)
06–13	Goblin, 1 HD (10d4)
14–20	Goblin, 2 HD (6d4)
21–25	Hobgoblin, 4 HD (2d10)
26–28	Lich, 11+ HD (1)
29–33	Lurker, 10 HD (1d4)
34–38	Lycanthrope, wererat, 3+1 HD (4d6)
39–41	Minotaur, 6+3 HD (1d8)
42–49	Rat, giant, _ HD (5d10)
50–56	Skeleton, 1 HD (3d10)
57–59	Spectre, 7+3 HD (1d6)
60–66	Spider, giant, 8+8 HD (1d6)
67–73	Tomb raider/looter, level 1–4 (1d4+3)
74–78	Tomb raider/looter, level 6–8 (1d4+3)
79–83	Troll, 6+6 HD (1d12)
84–86	Umber Hulk, 8+8 HD (1d4)
87–89	Vampire, 8+3 HD (1d4)
90–92	Wolf, worg, 3+3 HD (1d10+2)
93–97	Wraith, 5+3 HD (2d6)
98–00	Zombie, monster, 6 HD (1d6)

Table 7b: Ruin/Tomb Properties

Roll %	Property
01–05	Ancient library (at least partially degraded)
06–10	Armory (with archaic & historical weapons)
11–17	Catacomb maze (holding the truly dead)
18–20	Chamber of dirges (ghostly instruments play)
21–25	Chapel of last rites
26–33	Coffins/sarcophagi (randomly displaced)
34–36	Crematorium (possibly magically sentient)
37–39	Embalming chamber (staffed by zombies)
40–42	Garage (with a decrepit craft once meant to fly)
43–47	Graffiti (anything goes)
48–50	Haunted museum
51–53	Heart of evil (undead spawning chamber)
54–60	Mass grave
61–66	Mausoleum
67–73	Statues (of forgotten kings, queens, etc.)
74–78	Sundial (possibly enchanted)
79–81	Timegate (to past where dungeon not yet a ruin)
82–86	Treasury (partially or completely plundered)
87–93	Vault (holds personal effects of the dead)
94–00	Well (leading to lower levels)

Ancient Library: The previous tenants kept a library, although it is mostly moldered away into dust, save for a few special tomes kept magically preserved for the arcane spells they hold. Such tomes are certainly guarded by potent defenders.

Armory: Many of the weapons in this room have now rusted or rotted into uselessness. A thorough search could reveal some blade or bolt with a lingering enchantment, however.

Catacomb Maze: This area leads into a lower (or higher) level of crumbling masonry that winds in a confusing, mazelike fashion for many hundreds of feet, if not farther. The entire maze is honeycombed with coffin-sized cavities, each of which contains a desiccated body on display to those who gain entry to the mazes.

Chamber of Dirges: This chamber is haunted by a trio (or perhaps a quartet) of dead musicians whose instruments accompanied them to the grave. The ghostly tunes can drive the living to madness given time, but leave your criticism at the door or face the wrath of the haunts!

Chapel of Last Rites: This chamber has seen many years since its last use. Judging by the rotting decor, it was apparently a chapel. Searching may reveal holy articles once used to dispense last rites to those buried in nearby catacombs.

Coffins/Sarcophagi: Coffins or sarcophagi are lying out in this area, though they obviously do not belong here. Someone or something looks to have dragged or dropped them here. Some are smashed and full of dust, but one or two of the stone sarcophagi remain sealed, their contents unbreached. Perhaps whatever caused the coffins to migrate to this area from their final resting

plots resides within one of these "sealed" sarcophagi.

Crematorium: This chamber contains a strangely shaped furnace with a five-foot-wide mouth. With all the bodies disposed of in this chamber through time, a residual haunting has built up, so a ghostly essence now inhabits the chamber, hungry for more bodies to burn. It is not too particular whether those bodies are dead or living. . . .

Embalming Chamber: In ancient days the funeral director found it very efficient to use some of his "clients" as extra help. Despite the ruin (or sealing) of the tomb, the embalmed zombies remain, and are eager for more bodies to dunk into the chemical solutions they have kept vital through the centuries.

Garage: This chamber has either a ceiling that once opened to reveal the heavens, or a shaft allowing a glimpse of the sky. Currently, this shaft could be choked with debris (at your discretion). Scattered in various states of wreckage are strange vessels built of metal. Those PCs who make successful Intelligence checks might determine that these vessels were once meant to fly, but are now long past such functions. However, one craft could still make one last flight before degenerating into total junk.

Graffiti: These messages were written by the hands of past adventurers, or maybe even the undead hands of those buried here. Some of the messages could read "Let me out," "The Band of The Hand Made it This Far," "Beware the Third Deep and the Drums," or "My teeth crave the sweet meats hidden in bony skulls."

Haunted Museum: The ancient displays, trophies, and art pieces are mostly ransacked, toppled, and rent. However, the voices of ghosts resound around the far corners, speaking of wonders lost to time.

Heart of Evil: A nexus of foulness, this area became concentrated in its evil and now reanimates any dead body brought into it (over a period of ten days). A powerful, evil undead being has set up this chamber as its abode, and it continually sends lowly servants to raid nearby catacombs and graves of nearby villages and cities. The bodies are brought back here, where they soon stir to unlife under the control of the evil one.

Mass Grave: This area was buried under a mass of soil and stone long ago, but gradual movements of earth have now uncovered a portion of it, revealing a terrible scene: Hundreds of bodies were ignominiously dumped here and buried. It hardly seems possible that such an atrocity would fail to corporealize some undead threat. . . .

Mausoleum: The marble-tiled floor, walls, and ceiling in this room are sealed and locked away from other ruder burials. Plates engraved with the names of ancient families of high status adorn each of the mortared tombs. Great wealth is probably hidden behind some of these stone walls, which could also hold great danger (in the form of traps and undead guardians).

Statues: Noble figures of kings, queens, princes, princesses, nobility, and royal pets appear here. Many are broken and eroded. It is possible that this hallway once led to an important area, but in the general ruin it is hard to determine where the entrance to such an area might be.

Sundial: A large sundial engraved with strange celestial runes is embedded here below the earth. Strange shadows flit across its surface, and depending on how artificial light falls upon it, it can appear as if sunlight fell upon it. Feel free to have the sundial trigger different effects depending on what time it reads.

Timegate: Some mechanism (perhaps the sundial described in the previous entry) creates a gate to a time long ago when the tomb/ruin was an active, living place.

Treasury: This secure vault has been breached by the depredations of time. It now stands open and plundered. A secret sub-treasury entrance could exist in this chamber, trapped and guarded by potent (but sleeping) guardians. If a party were to enter safely, they could conceivably find significant treasure.

Vault: This chamber remains sealed with an iron portal. Within can be found the clothing, journals, mummified pets, and other personal items of the deceased that lie in the outer common graves. Adventurers could find many items of value here, including maps to ancient sites now long forgotten.

Well: This well is long dry, but a ladder carved into its side connects this level to levels many hundreds of feet below, where strange creatures roam.

Underwater

Underwater adventures and campaigns provide many new possibilities for encounters and adventures. You might elect to bring your players' current landlubber characters into an extended stay in the underwater realms, or you can start from scratch, rolling up new characters that have the natural ability to live and breathe in water. You might even decide to do both, mixing characters from above the waves with those more comfortable in the depths. (Additional information on seagoing adventures appears in the AD&D accessory *Of Ships & The Sea.*)

PCs Beneath the Waves

When bringing air-breathers into an underwater campaign, you introduce a host of interesting factors. Air-breathers need artificial aid to survive; something as primitive as scuba gear and a lot of breath holding is not going keep the players' interest for too long.

An air-breather needs technological or magical aid that can be relied upon for an extended period of time in order to survive underwater. Examples of such items in the standard AD&D campaign include a *potion of water breathing* (needed in huge amounts if they are the sole source of survival underwater!), a *ring of swimming*, a *ring of water breathing*, an *apparatus of Kwalish*, a *cloak of the manta ray*, a *helm of*

underwater action, and a *ring of free action*. The danger associated with using overlapping items for full protection can also add spice to the campaign.

Underwater Races

When utilizing water-breathers, a player's primary choice is that of race. While the breathing problems are negated, a different set of limitations apply. Race interactions beneath the waves can prove both beneficial and dangerous depending upon the chosen race of the character and the races encountered during the course of the campaign.

Examples of underwater races that might make interesting PCs in the standard AD&D campaign include dolphins, sea elves, half-reef giants, kuo-toas (adapted to saltwater if necessary), locathah, mermen, sahuagin, tritons, and any other you can adapt or make up. It is important that when adapting AD&D monsters into player characters races that you do not give out too many powerful abilities; if you do, you must make other compensations so that characters of other races are not overwhelmed. For example, a sahuagin that has broken away from the dictates of its race to become an adventurer might have up to five attacks per round with its natural weaponry. On the other hand, it should probably need twice as many experience points to advance in level for most classes. Of course, any lone sahuagin is marked as a creature of evil by all other underwater races, and as a traitor to its racial heritage by other sea devils.

Ecological Considerations

Ecological considerations such as the difference between salt water and fresh water are also important in a campaign beneath the waves. Most species cannot survive in both types of environments. In your campaign, you can either use this point to add complexity to the scenario or simply assume that your oceans and lakes are all of uniform salinity, such that saltwater and freshwater creatures can exist side by side.

Currents are also important to underwater races. Like rivers on land, ocean currents provide an impetus to life by stirring nutrients. The interface between colder, nonmoving water and warmer, moving water might be rich in bacterial life and support plankton, which in turn supports an entire food web. Thus, intelligent subsea communities are often found along stable oceanic currents. In addition, currents transport warmer, nutrient-laden waters to deeper ocean areas that might not otherwise support standard life.

While the shallows may be the most familiar, it is the deeps that offer the most room for mystery and danger. The incredible pressures resident in deep ocean trenches prevent access by most sea-adapted creatures from shallower areas. Of course, the deeps do possess life-forms that incorporate bioluminescence and feed mainly on the constant rain of detritus from higher up. Just as shallow-adapted creatures dare not venture into deep water, deep-adapted creatures never rise too high or else risk decompression.

Political & Geophysical Considerations

In addition to those races listed for possible PCs, the seas hold many other types of underwater civilizations. Nations made up of several different intelligent creatures are likely to exhibit strikingly contrary ideologies. Just like on land, when convictions and beliefs contrast too drastically, strife—and even war—could result. Other possible undersea intelligent races could include aboleths, intelligent crustaceans, reef giants, ixitxachitl, intelligent octopi, merrow (marine ogres), underwater versions of treants (intelligent, mobile sea plants), selkies, sirines, and whales

Table 8a: Underwater Encounters

Roll %	Encounter
01–02	Aboleth (1d4)
03–06	Crabman (2d6)
07–10	Diver, 3 HD human fighter with spear (2d10)
11–20	Dolphin (2d10)
21–22	Dragon turtle (1)
23–24	Elemental, water (1)/water kin (1d3)
25–33	Elf, Aquatic (1d20)
34–42	Fish, lamprey (10d2)
43–51	Fish, shark (3d4)
52–53	Giant, reef (1d4)
54–55	Golem, whale-shaped, possibly hollow (1)
56–57	Ixitxachitl (1d8+4)
58–66	Merman (2d10)/triton (2d10)
67–68	Morkoth (1)
69–70	Naga, water (1d4)
71–74	Octopus, giant (1d3)
75–83	Sahuagin (2d10)
84–87	Selkie (6d4+6)/sea lion (3d4)
88–91	Troll, saltwater (1d3)
92–00	Whale, killer (1d3)

Table 8b: Underwater Properties

Roll %	Property
01–09	Coral reef (inhabited by many species)
10–17	Current, constant (possibly dangerous)
18–22	Drowned ruins (of an ancient race)
23–25	Ebony statue (of giant sea creature)
26–30	Lack of dissolved oxygen
31–35	Maelstrom, intermittent
36–38	Magma, upwelling
39–41	Nets (holding drowned adventurers)
42–46	Observatory (peeks above waterline)
47–48	Portal to Elemental Plane of Water
49–51	Sahuagin shrine (to shark god)
52–60	Salt gradient (sharp rise in local salinity)
61–69	Sea cave (valuable mineral deposits)
70–78	Shipwreck/ship graveyard
79–83	Squid spawning ground
84–88	Stable (for sea horses and the like)
89–93	Tide, cyclic (possibly dangerous)
94–96	Trapped air pocket
97–98	Waterwheel
99–00	Whale graveyard

Coral Reef: This marine ridge is composed chiefly of dead and compacted skeletons of various small sea creatures. Reefs contain many varieties of fish, both benign and dangerous, and also serve as ideal hunting grounds for intelligent underwater races.

Current, Constant: A constant flow of water rushes through this area, obviously part of a current. Swimming against the current slows movement by half, while swimming with it doubles movement. Moving too close to the center of the current is dangerous, as it sweeps up man-sized and smaller creatures and carries them to deep places in the sea.

Drowned Ruins: These toppled pillars, barnacle-covered ruins, and broken pedestals along the sea floor (or in the back of a large sea cave) mark the site of an ancient city. This area has the potential to be a dungeon in its own right.

Ebony Statue: This tentacled monstrosity is rendered in dark stone. It looks like it might be the statue of a giant squid or kraken, perhaps part of a shrine to such a creature that existed long ago. Strangely enough, a large part of the statue still seems to be buried below the head of the squid.

Lack of Dissolved Oxygen: Dissolved oxygen in the water is required for fish and other marine organisms to breathe. In this area, no oxygen exists, so it is a "dead" area. At your discretion, magical items could also fail to pull oxygen from the water, creating a danger of suffocation.

Maelstrom, Intermittent: A whirlpool spins into existence intermittently, based on the surrounding tide and current. Anyone caught in the whirlpool (make a saving throw vs. paralyzation each round the whirlpool lasts) is battered for 1d6 points of damage per round.

Magma, Upwelling: When magma appears underwater, a sheath of superheated water surrounds it. Still, the magma cools quickly and looks like slowly extending rocky worms from the ocean floor. Needless to say, it is dangerous to get too close to this phenomenon.

Nets: Surface fishermen cast these nets long ago, but they cut them loose. Now, they drift here, and it looks like a few humans have been caught and drowned in the mesh. It is entirely possible that these bodies are animate and seek company in their watery grave.

Observatory: Undersea races want to know what is going on too. That is why this tower peeks up out of the foam, allowing a good view of a nearby coast. The tower is filled with water to allow water-breathing beings to use it comfortably.

Portal to Elemental Plane of Water: An arch, door, or other seaweed-entwined opening provides passage to the Elemental Plane of Water. It is possible that PCs could wander through and not even realize it, at least until they noticed that the surface seemed to be ever higher. . . .

Sahuagin Shrine: Massive jaws lined in mother-of-pearl accept the daily offerings of sahuagin priestesses that swim long distances just to sacrifice prey and food to Sekolah. This is definitely not a healthy place to observe the local holy day!

Salt Gradient: The dissolved mineral content of these waters rises (or falls) so sharply that nearby indigenous species cannot survive these waters for long. However, other species of strange underwater life may take advantage of an environment better suited to them.

Sea Cave: This opening leads to a valuable metal or mineral vein. Both underwater and above-water prospectors would be very interested in finding such an untapped lode.

Shipwreck/Ship Graveyard: A wrecked ship (or ships) lies here along the sea floor (or possibly within a sea cave). The crews are long dead, but parts of the cargo may still be salvageable. However, dangerous sea creatures have probably taken up residence in the hold and will prove difficult to displace.

Squid Spawning Ground: Fist-sized eggs (larger than any normal cephalopod mollusk eggs) in a jelly substance cover almost every surface of this area. This is probably not a good place to be when the males come to fertilize the eggs!

Stable: This coral-fenced area holds many sea horses, obviously for the use of some intelligent race of creatures that must live or have a base nearby.

Tide, Cyclic: With the movements of the moon, the tides come in and out. In narrow, confined spaces, the force of this water movement can tumble and batter all those within it (that fail their saving throws vs. paralyzation) for at least 2d10 points of damage.

Trapped Air Pocket: This is an area where breathable air exists far below the surface. It is possible that some surface organisms live in this small environment, most of which are probably unwilling to share their precious oxygen with fellow air breathers.

Waterwheel: This massive stone waterwheel slowly turns in the grip of a lazy current. The waterwheel serves to power some hidden mechanism in a distant, sealed cave, although the sound of great booms and clangs can be heard through the water.

Whale Graveyard: One or more rib cages of dead behemoths lie here in the sea (or in a sea cave). Whale graveyards are secret places, not often found by nonwhales, and are rumored to grant sleepers with divinatory dreams. Of course, living whales actively discourage any other creature from disturbing the bones of their honored dead.

Part Four: Permutations

A useful technique of dungeon design involves taking the familiar and twisting some aspect of its presentation, turning the ordinary into the extraordinary. A **permutation,** thus modifies the initial approach and influences the overall aspect of the dungeon. Altering the orientation of a setting or relocating it to an alien environment can help to create a truly unique setting. Examples of permutated dungeons include a tower on its side, a mine filled with water, a castle in the clouds, ruins on the moon, a ship buried in the earth, and an interdimensional tomb.

More subtly, a change in a dungeon's ownership can have profound effects on conditions within. For example, if a clerical temple is overrun by goblins and converted into a goblin warren, the resultant setting could be far more interesting than either a standard goblin den or temple alone. How have the goblins adapted the sanctuary, the chapel, and the holy chambers to their own uses? Do any priests still remain trapped within? Are agents of the church attempting to regain the temple? Perhaps artifacts of the church remain safely hidden within the structure, hidden from the new goblin owners.

Determining Dungeon Permutation

The permutation you choose should offer the possibility of enjoyment for your players and, even more importantly, personal interest to you. Generally speaking, it is probably more useful to first define an approach (described in **Part Two**) and a dungeon type (described in **Part Three**) before choosing a permutation. This gives you a foundation upon which your permutation can act.

However, if inspiration fails to strike (or you are interested in generating a permutation for your dungeon completely at random), roll on **Table 9: Dungeon Permutations.** If you do not like the result, disregard it and roll again. Additionally, rolling for two or more cumulative permutations could add additional layers of complexity to your dungeon.

Table 9: Dungeon Permutations

Roll
1d4 **Permutation**

1 Influenced
Roll
1d4
1 Disease/illness
2 Extraplanar
3 Philosophically
4 Technology

2 Invasion/new ownership
Roll
1d8
1 Abandoned
2 Bandits/privateers
3 Demihumans
4 Extraplanar entities
5 Goblinoids/humanoids
6 Rival power
7 Sorcery
8 Undead

3 Location/environment
Roll
1d8
1 Buried
2 Chronologically misplaced
3 Extraplanar/extraplanetary
4 Floating in air
5 Floating on water
6 Living
7 Underwater/drowned
8 Unstable

4 Orientation
Roll
1d6
1 Broken
2 In motion
3 Magically confused
4 Sideways
5 Skewed
6 Upside down

Permutation Descriptions

A few (but not all) of the following permutation descriptions are tied to specific dungeon types as described in **Part Three.** Thus, you can use the property and encounter tables associated with that type to complete your dungeon.

Influenced

This indicates the subtle influence of an entity, environment or idea upon the dungeon setting. Covert influence is an ideal way of giving your dungeon a unique flavor without drastically altering its initial approach. You can either use a unique influence from your established scenario or roll for suggestions in this category.

Disease/Illness: An associated pathogen makes a dungeon memorable by adding a background layer of threat beyond the dungeon's utilitarian purpose. Residents of such a dungeon might not know the origins of their illness; it could have its roots in the populace, the water supply, the livestock or pets, the soil, or some other source. In any event, adventurers are in danger of catching the disease if they spend any appreciable time within its sphere of influence.

Of course, viruses and bacteria can be debilitating or lethal, but it is the side effects and the symptoms of the disease that may make the dungeon stand out in memory. Negative symptoms of a dungeon illness could include general malaise, weakness, loss of hit points, loss of visual clarity, loss of hearing, diminishment of all senses to some degree, debilitating cough, nausea, dementia, hair loss, limb loss, or painful dermal eruptions.

On the other hand, the side effects of a disease could even prove beneficial in the short term, while debilitating or even killing the host in the long term. Advantageous symptoms could include an increased sensitivity in one or all of the senses, an intermittent psionic ability to read minds at short range, a venomous touch that kills small animals, eyes that reflect ethereal or out-of-phase creatures and landscapes, intermittent prognostication, intermittent telekinesis, or the ability to mentally leap into the Astral Plane. In general, these beneficial effects last only as long as the illness.

Extraplanar: Rather than being physically overrun by demons, devils, or other infernal (or angelic) powers, a dungeon could easily be influenced by the designs of such beings working behind the scenes. An intelligent entity could be behind the influence, working towards some goal, or the mere association of one plane upon another can often produce noticeable effects.

Example: A sorcerer flubs a summoning and accidentally opens a connection to one of the innumerable layers of the Abyss. This connection could influence the site where the summoning occurred. At the Dungeon Master's discretion, this could cause a strange feeling of dread to be imposed on all who enter the dungeon, a stench of blood and sulfur that can never be masked, terrible dreams and unholy nightmares visited upon those who sleep within the dungeon, furtive movements visible at the edges of one's vision, spells sometimes going awry (or working too well), strange and unexplainable noises, sudden gusts of wind, haze or fog in the corridors, or motile fungi growths that just keep coming back no matter how often they are sterilized.

Philosophically: Something as intangible as a belief or ideal can dramatically influence what might otherwise be a normal dungeon community. The philosophy held by dungeon inhabitants could be as simple as the devotion to an appropriate deity or the reverence of a common animal. The important factor is how these beliefs translate into everyday practices, and how adventurers can expect to get along in a philosophically charged climate. Extreme examples of communities that reflect their predominant belief can be found in any of the gate towns that border the Outer Planes via the Outlands (referred to as the Plane of Concordant Opposition by many primes), each of which nurtures alignment activities that parallel the bordering plane.

Other examples of strong beliefs that can have a marked effect upon the dungeon include the belief that only warriors enter into the afterlife, the belief that blue is a holy color and any that wear it commit blasphemy, the belief that magic is evil, the belief that speech is profane and thus all communication must be accomplished through hand gestures or the written word, the belief that darkness invites infernal agents, the belief that birds are holy messengers, and the belief that strangers are good only for food.

Technology: Dungeons that contain technological devices add a decided twist to the average fantasy dungeon crawl. However, these items can introduce possibilities that not every Dungeon Master wants in the scenario. Just like the addition of too much magic, technological items can unbalance a campaign if not handled with care.

Technological ideas and items—including robots, computers, gravitic polarizers, biogenic implants, and beam weapons (to name only a few)—can easily be introduced to the fantasy scenario via a long-crashed star ship only recently unearthed. On the other hand, fantastic items and spells might be introduced into a technological setting via the discovery of an age-old time capsule that has been magically preserved. A transfer of technology could also occur through time, dimensional, or extraterrestrial travel.

Invasion/New Ownership

This occurs when a dungeon is taken over by a force or entity whose purposes do not correspond with those of the original owners, creating a synthesis of new ideas and possibilities. You can use a creature, race, or entity from your established scenario, or roll for suggestions in this category.

Abandoned: Whatever the original purpose of this dungeon, it is now uninhabited, though traps and treasures may remain. The dungeon may be empty for any number of

reasons, including famine, disease, apathy, declining birth rates, or abduction. If you like, during the time since the site was abandoned, another group could have moved into the dungeon. Use **Table 7a: Ruin/Tomb Encounters** and **Table 7b: Ruin/Tomb Properties** *in addition* to the tables normally associated with the particular dungeon type you are using.

Bandits/Privateers: Desperadoes have taken over this dungeon to use as their base of operations. The bandits have likely converted areas to their needs, such as using some of the chambers for storing booty, holding prisoners and slaves, planning raids, and drinking.

Demihumans: Rather than being controlled by humans, this dungeon is controlled by elves, dwarves, halflings, gnomes, or some other demihuman race of your choice. The demihumans in charge could have built the dungeon themselves, aggressively taken control of it from some earlier force, or found it empty and colonized it for their own uses.

Extraplanar Entities: Powerful extraplanar beings have constructed or invaded the dungeon at the behest of a powerful mage or other extraplanar being hoping to increase its power base in a new dimension.

Usually, the designs of such beings are insidious. As such, their agents could include demonic tanar'ri, devilish baatezu, or various other infernal creatures. In contrast, it is not beyond the realm of possibility that higher planar powers, such as devas and aasimar, could have moved in to pursue some angelic mission. Entities with more neutral leanings might summon beings from the planes of conflict or even the Inner Planes; of course, evil and good are equally served by fire, earth, air, and water elementals. Use **Table 5a: Interdimensional Encounters** and **Table 5b: Interdimensional Properties** *in addition* to the tables normally associated with the particular dungeon type you are using.

Goblinoids/Humanoids: Rather than being controlled by humans, this dungeon is under the control of orcs, goblins, ogres, hobgoblins, or some other goblinoid/humanoid race of your choice. It is possible that the creatures in charge delved the dungeon themselves, seized control of it from some earlier force, or found it empty and colonized it for their own uses.

Rival Power: A rival group whose agenda conflicts with that of the original builders has aggressively assimilated the structure, either killing the previous inhabitants, imprisoning them, or coexisting with them in an uneasy alliance. The objectives of the original builders are now subverted to the goals of the new owners.

Sorcery: A spell, enchantment, or curse has been cast upon the dungeon from a friendly, indifferent, or enemy source. The sorcery could cause a variety of effects, including (but not limited to) the following: The residents were overcome by an enchanted slumber; the residents have been transformed into animals or some sort of strange creatures; the residents age quickly; the true nature of the residents is hidden by an illusion; residents can never leave; newcomers can never leave; newcomers are automatically converted to the purpose of the residents; or newcomers cannot remember the location of the dungeon once they leave.

Undead: Undead control this dungeon, either by creating it themselves (under the command of some lich or vampire lord), by overrunning it after bursting forth from the lower catacombs or swarming through a magical portal, or by being the cursed remains of the original living population. Dungeons controlled by undead forces do not necessarily have spaces set aside for the uses that living beings require (such as food preparation and sleeping). However, undead usually do "enjoy" a particular pit, coffin, or tomb to rest in when not wandering the halls in deathless animation. Use **Table 7a: Ruin/Tomb Encounters** and **Table 7b: Ruin/Tomb Properties** *in addition* to the tables normally associated with the particular dungeon type you are using.

Location/Environment

This describes the translocation of a standard dungeon into an alien environment. You can either use a unique location or enchanted environment from your established scenario, or roll for suggestions in this category.

Buried: The standard dungeon *is* buried; thus, this permutation applies when a structure built above ground finds itself under the earth. A gigantic ship submerged in the sand or an ancient tower buried beneath the earth both present a satisfying air of mystery to the players when they begin to wonder how such a thing could have occurred.

Chronologically Misplaced: This could involve a dungeon that has jumped from the far past or far future into the current timestream, or having the characters travel to the temporal location of the site itself. A dungeon ripped away from its normal time and brought to the PCs' present could introduce extinct creatures or races that have not yet evolved, ancient or technological artifacts, knowledge of forgotten history or glimpses of future events, or even beings of legendary power.

Dungeons from another time allow you to keep a tight reign on paradox, whereas PCs traveling into the future or past to visit dungeons could potentially cause problems in the existing campaign. It not only brings into play all the above possibilities, but it could also allow the PCs to leave the area of the dungeon and enter into the society of that time period. If the PCs never return to their own time, then this does not present a challenge. However, if PCs return from a past where their actions caused major historical changes, their present might look radically different. If their current timeline has changed drastically enough, the players may even wish to return to the past in order to rectify earlier mistakes.

Extraplanar/Extraplanetary: Some dungeons are found on alternate dimensions or in specially prepared extraterrestrial abodes. Such places are built (or "seeded") through the efforts of a powerful entity desiring a secret and hard-to-reach locale, or more naturally by individuals or beings native to the plane in question. In either case, access to transdimensional locales or off-planet destinations is usually

extremely restricted. Magical portals, enchanted roads, ingenious vehicles, or legendary artifacts may serve as the path to reach such out-of-the-way dungeons. However, discovering the location of any of these is usually a quest in and of itself. Even after discovering the portal in question, its use is often dangerous.

Dungeons located on other planes are usually directly affected by the conditions normal to the plane in question and populated by beings native to that area. For example, in the Elemental Plane of Fire, a dungeon may be inhabited by fire elementals, spirits of flame, and salamanders (found under "Elemental, Fire Kin" in the MONSTROUS MANUAL tome). In addition, creatures native to the Elemental Plane of Fire naturally live in communities composed of flaming buttresses and soaring heat fountains, where an unprotected prime-material native would quickly ignite and expire.

Like interdimensional dungeons, extraterrestrial dungeons—such as those on moons, distant planets, or between planets in the void of space—are affected by surrounding conditions. For example, a dungeon located in the void of space may have been delved normally on a planet that later suffered a violent cataclysm, shattering the orb into so many bits and pieces. Some of the pieces would contain remnants of the lost alien civilization of the destroyed planet, and may be accessible with the proper high-powered magical (or even technological) means. Such a complex might be in an advanced state of ruin, but the vacuum of space preserves many artifacts. With the right prodding, many of these items could possibly be reactivated. Of course, extraterrestrial dungeons need not be relegated to relics of the past; fantastical space stations, interplanetary ecosystems, and races that ply the starlanes in magical craft are also possible. (See any SPELLJAMMER® supplement for approaches to adapting a fantasy campaign to an extraterrestrial setting.)

Use **Table 5a: Interdimensional Encounters** and **Table 5b: Interdimensional Properties** *in addition* to the tables normally associated with the particular dungeon type you are using.

Floating in Air: The archetypal castle in the clouds is an example of a dungeon floating in air. Accessible only by buoyant structures supported by clouds or exotic gases, behemoth flying creatures, or other special means (remember Jack and the beanstalk?), floating dungeons offer a unique take on otherwise standard settings, especially when the possibility of "falling off" the dungeon presents itself. For example, a society and ecology could exist on extensive cloud islands, pursuing trade across the sky on wispy cloud barges. Use **Table 3a: Aerial Encounters** and **Table 3b Aerial Properties** *in addition* to the tables normally associated with the particular dungeon type you are using.

Floating on Water: It is entirely possible that a society could exist on a series of free-floating structures that move at the whim of the currents. If such a society ever disintegrated or lost portions of its infrastructure to sea storms, the resultant free-floating structures would in effect become floating dungeons. (Of course, every floating building of an intact water-based society still has the possibility of being a dungeon.) Other examples of floating dungeons include structures built on the backs of gargantuan sea creatures, floating islands, and structures carved into wayward icebergs. Isolation from terrestrial ecosystems has likely created a unique food chain for any creatures living in these structures, one that ultimately derives from the bounty of the surrounding sea.

Living: These walls are alive! Many varieties of living dungeons are possible, ranging from a standard complex that has magically achieved awareness ("There's life in these stones!") to the interior of a massive biological creature whose insides host navigable passages. However, unless the creature in question was specifically designed and nurtured to host a dungeon, or unless extensive biological restructuring has occurred in order to create artificial paths within a gargantuan living creature, the dungeon is likely to be transitory at best, ending with the eventual digestion of the adventurers or the death of the creature.

> *Example:* The roving stronghold called "The Fortress that Crawls" (or just the "Crawler" by the locals) wanders into civilized lands from the frontier every few generations. Rumored to be an organic war machine of a vanished race, the Crawler appears as a behemoth crustacean ten stories tall. Its tough exoskeleton is extremely thick and heavily carved with eroded crenellations, turrets, arrow slits, and stairwells. Some report that halls of bone and tunnels of solid flesh honeycomb the Crawler, providing potential accommodations to anyone bold enough to jump onto and enter into the creature. Of course, those who do manage to climb aboard without being crushed by the Crawler's limbs need to deal with any others who might also inhabit the creature's interior or the possible return of the creature's original creators—not to mention the Crawler's active immune system and dangerous antibodies. . . .

Use **Table 8a: Underwater Encounters** and **Table 8b: Underwater Propertiess** *in addition* to the tables normally associated with the particular dungeon type you are using.

Underwater/Drowned: The dungeon is underwater, and water fills some, or all, of its chambers. In the case of a dungeon that was originally designed as an aboveground abode, drowning typically has the effect of ruining fragile items and, of course, killing all air-breathing occupants. In addition, water-breathing creatures have likely moved in. On the other hand, the dungeon could have been originally designed and built beneath the water by beings such as sea elves or sahuagin.

In addition to the basic need for air, adventurers in underwater dungeons find that they must swim in order to move about, their vision and hearing is sharply limited, weapons designed for use on land become slow and unwieldy, and spellcasting is limited (based on the ability of the caster to vocalize underwater). Use **Table 8a: Underwater Encoun-**

ters and **Table 8b: Underwater Properties** *in addition* to the tables normally associated with the particular dungeon type you are using.

Unstable: The unstable dungeon can be a normal dungeon that has begun to dissolve chaotically through fantastic circumstances, or a dungeon that began in the grip of entropic breakdowns (such as most structures on the Plane of Limbo).

Example: A chaos storm was born over a nearby valley and has not lifted for the last nine years. The structure at the epicenter was once known as the Tower of Breath, a temple to the power of healing, but now it is known as the Turret of Chaos. Adventurers continually attempt passage into the storm in order to retrieve a relic of great healing power lost in the structure, even though they must brave continually dissolving floors and walls, temporary creatures of chaos, twisted spell effects, threats to their own physical coherence, and even breakdowns in the physical laws of reality.

Orientation

This indicates the translocation of an ordinary setting into an altered orientation from that which it was originally built (or a structure originally built without the constraint of standard design assumptions). Use any change in orientation that appeals to you, or roll for suggestions in this category.

Broken: Access between various portion of the dungeon has been obstructed in some way, either through ceiling collapse or flooding, or through portions of the dungeon being physically picked up and moved around to new locations by catastrophe or magic. In the latter case, various sections of the dungeon have probably suffered different amounts of damage. Thus, one section may be skewed, the next sideways, and the next upside down. In such a scenario, some of the dungeon sections' contents may be completely destroyed, while other sections may remain relatively intact. In addition, the cataclysmic process that destroyed portions of the dungeon might also reveal previously sealed levels that have not been accessible for centuries, or even millennia.

In Motion: This dungeon may actually be a sailing ship, a behemoth landcruiser, a dimensional scudder, a spacecraft, or some other mobile craft. Why build moving vessels large enough to be considered a dungeon? A fantasy society could conceivably require the movement of a normally stationary structure, or perhaps an entire civilization in question was nomadic, requiring fantastic methods of transportation to move their cities and structures.

Of course, it is possible that a dungeon never designed to move at all has somehow been set in motion through extraordinary circumstances. For instance, a complex could find itself gradually sinking into the earth, floating above the ground, hurtling through space, or drifting in an alternate dimension. The reason why a structure has become mobile is usually as interesting as the consequences of the motion itself. Unfortunately, structures that begin to move when they are not designed to do so begin to lose cohesion unless special steps are taken to reinforce them.

Magically Confused: Because of a magical effect (either by original design, by accident, or due to the actions of a third party), the dungeon—or a portion of the dungeon—is under a magical dweomer that somehow confuses the senses and makes one or more basic navigational assumptions moot.

Example: In the Tomb of Amun-Re (in the classic AD&D adventure *Pharaoh*), hallway segments within a maze are filled with a magical mist that basically causes the person investigating the area to operate with only short-term memory. Any turns right or left (or even complete turn-arounds) physically experienced by the adventure are not committed to long-term memory, so that the hallway may *seem* to go on straight forever, when in fact the adventurer is merely bouncing back and forth between misted alcoves!

It is also possible that a dungeon may inspire confusion on a subtler level. Structures built by alien entities from alternate dimensions may not abide by the same laws of space and time with which the adventurer is familiar.

Sideways: The dungeon—or a portion of the dungeon—is completely on its side (such as a toppled tower). What were once walls are now the floors and ceilings, and the accesses that once allowed entry to deeper levels of the dungeon now give horizontal access, and vice versa. Contents of the chambers are likely broken and damaged, and those that are intact have at least changed orientation. The entryways could also be blocked beneath the structure, requiring other methods to gain entry.

Skewed: The dungeon (or a portion of the dungeon) is skewed upward or downward such that all the floors slope noticeably in one direction. Such an orientation could follow an earthquake or other massive land movement, or it could be the natural preference of the builder. In places where the floors are skewed after a disaster, the normal contents of each room have likely slid in the direction of the slope; further, running water drains in the direction of the slope, possibly putting some sections of the structure underwater. The slope could even be so steep that it hinders normal travel.

Upside Down: A terrible catastrophe has completely flipped the dungeon. What was once the ceiling is now the floor, and what were once the higher levels are now the deepest chambers. Such a catastrophic change in orientation probably caused almost complete destruction of the original contents of the dungeon, as well as significant structural damage. Further, most stairs are no longer of any use in moving from one floor to the next; significant climbing and/or magic must be utilized in order to change levels.

Part Five: Traps

Part Five examines traps, a feature common to almost every dungeon. As the DM, you probably have a roster of traps that have served you well in your past dungeon creations. Still, even the most well-prepared DM runs out of traps eventually. Thus, this section introduces a trap-generating mechanic that assists you in those situations.

Trap Considerations

When placing traps in your dungeon, you must keep a few things in mind. First, if any intelligent creatures inhabit the dungeon, those creatures *must* have a method of bypassing the traps. If there is no way to simply go around the traps, the local creatures should probably have a way to temporarily disable the trap—perhaps by pressing a concealed lever or walking "just so" across the floor. Failing this, local creatures would probably just deactivate the trap to prevent activating it themselves.

Secondly, purely mechanical traps require resetting and sometimes repair. Thus, in very old ruins, many of the complex mechanical traps have likely either degraded to uselessness or been sprung. In order to circumvent the first problem, you could include in your trap design a reset mechanism (possibly tied to gears and pulleys intricately connected to a hidden waterwheel far below the dungeon in a subterranean river). To prevent the traps from decaying, create ones of "robust manufacture," which are unlikely to fall prey to the depredations of time. The other way to get around both of these problems is simply to declare the traps magical.

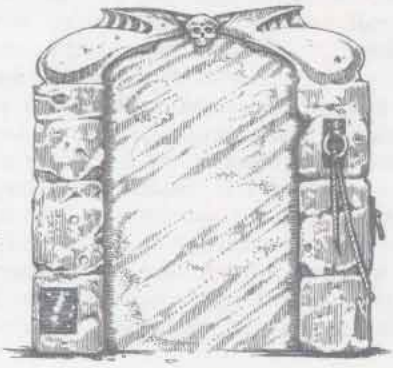
Third, dungeon builders create traps for the purpose of *stopping* trespassers. Thus, most traps should be deadly, not just half-hearted attempts to slow down adventures. However, it is not unheard of for invaders to face many traps, none of them individually lethal, but still crippling when taken together. In this way, the party becomes that much more vulnerable to the final trap or battle.

Finally, intelligent creatures use traps to enhance their own effectiveness. For instance, a simple group of goblins is not so terrifying by itself, but if a party has stumbled into a well-placed pit trap, the situation may very well become lethal. The goblins can come out of hiding and move to the upper lip of the pit, raining down missiles and spears upon the party. Those caught in the pit cannot flee or effectively counterattack. Even their attempts to climb will be severely hindered by the attacks from above.

Trap Architect

Even experienced DMs with long lists of traps might be interested in generating new trap ideas from a matrix, creating combinations of ideas that might not otherwise come to mind. And when inspiration fails to strike (which happens to all of us), the Trap Architect tables can give you many quick trap ideas.

To use the Trap Architect, first sketch out an empty dungeon (possibly with the aid of the geomorphs as described in **Part Three**). Once the map sketch is complete, move through each room, while determining possible encounters and properties, and decide whether or not that room has a trap in it. (If you prefer to generate locations of traps randomly, assign each room a 10% chance to contain a trap.)



Using the Tables

If a room does contain a trap, either scan the Trap Architect like a menu and choose a likely combination, or randomly roll on **Tables 10a, 10b,** and **10c** to generate the specifics, as described below.

- First, roll on **Table 10a: Trap Basis** to determine the trapped object. Feel free to reroll if the trap basis does not fit your conception of the room in which it is located.
- Once you have determined the basis for your trap, roll for its associated effect on **Table 10b: Trap Effects/Traits**. Roll again if the trap effect does not correspond with your intentions. If desired, you can roll for more than one effect to increase the lethality of the trap.
- Finally, you need to assign the potential damage that your trap can inflict on those it targets (if the effect is one that causes damage). You can decide the trap's damage potential yourself, or assign it a damage range by rolling 3d6 on **Table 10c: Trap Damage Potentials**. For each additional damage-causing effect or trait your trap has, add another die, keeping the highest three results, thereby biasing your roll towards more damaging effects.

Table 10a: Trap Basis

Roll %	Trapped Object/Area	Roll %	Trapped Object/Area
01	Air itself	51	Hook
02	Alcove	52	Hourglass
03	Altar	53	Idol
04	Aquarium	54	Illusion
05	Arch	55	Interdimensional portal
06	Armoire	56	Iron maiden
07	Armor	57	Jar
08	Balcony	58	Lamp
09	Barrel	59	Ladder
10	Basin	60	Lectern
11	Bathtub	61	Lever
12	Bed	62	Magic circle
13	Bell	63	Manacles
14	Bookcase	64	Mirror
15	Brazier	65	Mosaic
16	Bridge	66	Organ
17	Button/switch	67	Painting
18	Cabinet	68	Passage
19	Cage	69	Pedestal
20	Caldron	70	Pendulum
21	Candelabra	71	Pews
22	Cask	72	Pillar
23	Catwalk	73	Pit
24	Ceiling	74	Pool
25	Ceiling fan	75	Portcullis
26	Chair	76	Railing
27	Chandelier	77	Room
28	Chest	78	Rug
29	Chute	79	Shelf, inset
30	Column	80	Slide
31	Crate	81	Sliding walkway*
32	Crystal ball	82	Stairway
33	Dais	83	Statue
34	Desk	84	Stuffed animal/head
35	Divan	85	Table
36	Door	86	Tapestry
37	Door, concealed	87	Telescope*
38	Door, secret	88	Throne
39	Drum	89	Trophy
40	Elevator*	90	Trunk
41	Escalator*	91	Tunnel mouth
42	Fireplace	92	Urn
43	Floor	93	Vase
44	Forcefield	94	Vegetation
45	Fountain	95	Waterclock
46	Fresco	96	Wall
47	Furnace	97	Weapon
48	Glass case	98	Well
49	Harp	99	Wheel
50	Holy/unholy font	100	Window

*Could be either magical or mechanical.

Table 10b: Trap Effects/Traits

Roll %	Effects/Traits
01	Absorbs victim into two-dimensional fresco or painting
02	Ages victim 10d10 years
03	Animates and attacks victim
04	Animates victim's weapon, which attacks victim
05	Asks riddle; wrong answer triggers another effect
06	Casts wizard spells at victim (12th level of ability)
07	Casts priest spells at a victim (12th level of ability)
08	Collapses structure on victim(s)
09	Creates vacuum
10	Curses victim to lie always
11	Curses victim to speak truth always
12	Curses victim to never eat animal matter
13	Curses victim to never eat vegetable matter
14	Curses victim with constant nausea (–2 to actions)
15	Curses victim with disease (–3 to actions)
16	Curses victim with headaches (–2 to actions)
17	Curses victim with lycanthropy
18	Curses victim to gain sustenance only from blood
19	Curses victim to become mute
20	Curses victim to speak only in falsetto
21	Curses victim to attempt to kill friends while asleep
22	Decreases gravity
23	Devours/steals victim's soul
24	Discordant music eventually drives victim insane
25	Disintegrates victim's possessions
26	Disintegrates victim
27	Draws demonic/devilish attention to victim
28	Drops victim to long fall
29	Enlarges victim
30	Enrages victim
31	Erases victim's gender
32	Explodes
33	Fires arrow(s)/dart(s)/spear(s)
34	Fires lightning bolt
35	Fires poisoned arrow(s)/dart(s)/spear(s)
36	Floods area with water (or pit contents from subtable)
37	Fulfills the reverse of victim's wish
38	Gas released
	Roll
	1d8 Gas Type
	1 Blinding
	2 Corroding
	3 Terrifying
	4 Nauseating
	5 Obscuring
	6 Poisonous
	7 Sleep Inducing
	8 Weakening
39	Illusionary
40	Imbues victim's skeleton with desire to "get out"
41	Implants victim with vegetable matter
42	Implodes
43	Increases gravity
44	Infects victim with rot grubs
45	Infects victim with split personality disorder
46	Locks entrance to chamber/area; roll again for another effect
47	Locks exits from chamber/area; roll again for another effect
48	Lops off victim's head then animates head to attack friends
49	Lowers 1d6 of victim's stats by 1d4 points
50	Reduces victim in size by 1d4 feet
51	Releases/contains a black pudding
52	Releases/contains caltrops/spikes
53	Releases/contains poisoned caltrops/spikes
54	Releases/coated with poison (see **Table 51** in the *DMG*)
55	Releases heavy weight/block
56	Removes victim's ability to cast spells
57	Removes victim's ability to read
58	Removes victim's ability to comprehend languages
59	Renders victim deaf
60	Replaces random internal organ with cobwebs
61	Replaces random internal organ with fire ants
62	Reverses victim age by 1d100 years
63	Reverses victim's alignment
64	Reverses victim's gender
65	Rots random internal organ of victim
66	Petrifies victim's possessions
67	Petrifies victim
68	Plane shifts victim to lower plane
69	Polymorphs victim to small reptile or insect
70	Puts victim in stasis for 1d100 years
71	*Quests* victim to attempt difficult task
72	Secretly "steals" victim's wealth or items
73	Shrivels random limb of victim
74	Shunts victim to deep Ethereal
75	Slides to reveal dangerous monster(s)
76	Sprays green slime in devastating aerosol effect
77	Sprays iron shrapnel
78	Sprays super cold (colder than freezing) water at victim
79	Sprays burning, jellied kerosene on victim
80	Slowly leaches oxygen from air
81	Switches victims' minds
82	Switches victim's mind with nearby/distant buried corpse
83	Symbiotically attaches to victim (removal kills victim)
84	Teleports victim to lethal/distant area
85	Traps victim in iron cage
86	Traps victim in magical force field
87	Triggers chute beneath victim
88	Triggers hidden bear trap
89	Triggers pit open
90	Triggers scything blade
91	Triggers anti-magic; victim's items lose enchantment
92	Triggers release of thousands of beetles
93	Triggers compressing walls
94	Tumbles victim into pit
	Roll
	1d6 Pit Contents
	1 Acid
	2 Freezing water
	3 Giant ants
	4 Green slime
	5 Magma
	6 Quicksand
95	Vents acid
96	Vents fire/magma
97	Victim gains the disfavor of a demipower
98	Victim loses memory of preceding 1d10 days
99	Roll two more times, combine both effects
00	Roll three more times, combine all effects

Table 10c: Trap Damage Potentials

Roll 3d6	Damage
3	Inflicts 1d2 points of damage
4–5	Inflicts 1d4 points of damage
6–7	Inflicts 1d8 points of damage
8–11	Inflicts 2d6 points of damage
12–13	Inflicts 3d6 points of damage
14	Inflicts 4d6 points of damage
15	Inflicts 6d6 points of damage
16	Inflicts 8d6 points of damage
17	Inflicts 10d6 points of damage
18	Inflicts 10d10 points of damage

Example: Keith rolls an 85 on **Table 10a,** which indicates that the room contains a trapped table. Next, he rolls a 13 on **Table 10b** for a trap effect/trait and discovers that the table has a magical trap that prevents the victim from ever again eating vegetables. Our intrepid trap designer decides that this table is a magical curiosity set up long ago by a wizard with an unhealthy preference for meat who wished to enforce his preferences on others.

Keith wonders briefly if this effect is appropriate for assigning damage potentials until one of the players comments that "Anyone who completely stops eating vegetables is certainly going to take damage!" This convinces Keith that the victim should take a certain amount of damage each month until the curse is lifted. A roll of 5 on **Table 10c** indicates that the victim suffers 1d4 points of damage each month that the curse remains in effect.

Example: Monte rolls a 42 on **Table 10a,** a 96 on **Table 10b,** and finally a 14 on **Table 10c.** He has created a trapped fireplace that vents magma when the trap is triggered, inflicting 4d6 points of damage. Furthermore, Monte decides that 4d6 points of damage is inflicted for *every* round the victim is in contact with the magma, not just the initial round.

Part Six: Autodungeon Engine

This section describes the intricacies of the Autodungeon Engine, an optional dungeon-building engine that utilizes the dungeon geomorphs, property tables, encounter tables, and the Trap Architect to generate a dungeon of the desired type quickly!

The Autodungeon Engine

The following set of tables (**Table 11a–11g**) are arranged in a logical sequence to allow you to follow the best path to create a dungeon. Each table contains instructive text as well as clearly marked directions guiding you to the next table in the sequence.

Many of the directions given in the Autodungeon Engine refer you back to tables and geomorphs previously presented in the *Dungeon Builder's Guidebook*. When this occurs, roll on the indicated table and attach the resultant geomorph (either pasting, tracing, or drawing freehand) to your map. In every case, refer back to the original Autodungeon Engine table and follow the directions to the next table.

Die Bias

A few of the tables give you the option of biasing the result of the die roll, giving you a greater chance of rolling certain results. Those sections that allow biasing each describe the effects of high or low bias for that particular table.

- For each step of increased bias, add an additional die to your roll and discard the *lowest* result. Each additional die roll thus corresponds to an equal number of low results that are thrown out. Thus, a three step increase in bias means that you add three dice to your roll and discard the three lowest results.
- For each step of decreased bias, add an additional die to your roll and discard the *highest* result. Each additional die roll thus corresponds to an equal number of high results that are thrown out. Thus, a three step decrease in bias means that you add three dice to your roll and discard the three highest results.

Attaching Geomorphs

A few of the tables direct you through a mechanism that attaches new geomorphs and randomly generated rooms to your **dungeon origin** (the beginning location for your dungeon-building project). The geomorphs will not always fit together perfectly, so feel free to change the dimensions and shape to fit your existing map. When two different fragments of your map overlap, you should just end the new geomorph where it meets up with the existing one, either placing a doorway between them or leaving a dead end.

Each geomorph contains ⇶ and ⇶ symbols. These symbols are called connection points and indicate where to add the new geomorphs. Generally, the ⇶ alerts you to the possibility of geomorph growth on the same level, while the ⇶ alerts you to the possibility of adding geomorphs above or below the current level. Therefore, each stairway counts as two possible connection points (above and below).

Aerial Geomorphs: Because of the diaphanous nature of the aerial geomorphs, they are a little trickier to join together. Two solutions offer themselves. First, when two cloud geomorphs are being joined, simply have the clouds "butt up" next to each other or connect to each other via a misty bridge. Second, try and restrict your geomorph attachments to those structures on the aerial geomorphs.

Interdimensional Geomorphs: If you are using interdimensional geomorphs, substitute geomorphs of random types (but of the same letter) for geomorphs G–L. Also, the interdimensional geomorphs would hardly ever actually touch one another. Instead, they should be linked via planar portals.

Beginning Your Dungeon

Table 11a: Dungeon Origin lists possible beginning areas for your dungeon (referred to as the dungeon origin). You can either choose your start area or determine it randomly. In the latter case, roll on the following table and take the action indicated.

Moving On: Once you've determined and mapped the dungeon origin, move to **Table 11b: Primary Path.**

Table 11a: Dungeon Origin

Roll 3d6	Action
3–6	Roll on **Table 11e** and map result as dungeon origin.
7–10	Roll on **Table 2** to determine dungeon type; map random (1d12, or 1d6 for interdimensional) lettered geomorph of that type as dungeon origin.
11–15	Roll on **Table 2** to determine dungeon type; map founding geomorph of that type as dungeon origin. However, you do not attach subsequent results to this in the same way, due to the difference in scale. Instead, you locate your next geomorph or room within that founding geomorph.
16–18	Roll on **Table 11f** and map result as dungeon origin.

To accrete (add) a new geomorph to your dungeon origin, you can simply choose a likely connection point, or you can determine the connection point randomly. (To determine the connection randomly, roll 1d8. Then, count through all the connection points until you reach the number rolled. Thus, when you roll a 7 on a geomorph with three connection symbols, you count through the points a few times like a game of "eeny-meeny-miney-moe" until you reach 7.)

Primary Path

Table 11b is one that you will use over and over again during the generation of a single dungeon, attaching geomorphs to your map as you work from your dungeon origin toward your dungeon ending (the focus geomorph). Do not be afraid to reuse the geomorphs if the dice call for it; changes in the orientation, properties, and encounters make each mapped area different.

Roll on this table in order to choose a geomorph to add to your dungeon origin. Take the action indicated by your roll after choosing a connecting point (as described for the dungeon origin) with which you can attach the new geomorph.

Every time you map a fresh geomorph, return to this table and roll again, adding the new result to the last geomorph you mapped. You continue this process until you reach the focus geomorph. In this way, you "chart" a primary path through the dungeon from the start area to the dungeon's end. For now, ignore the other unused connecting points on your series of geomorphs.

Keep track of the number of times you roll on this table by counting the number of geomorphs added along the primary path. Every time you add a geomorph to your map, *increase the die bias by one step* (as described previously). In this way, it becomes more and more likely that with every geomorph added the dungeon reaches its concluding resolution (the focus geomorph). Note that you can begin rolling on this table with a high bias if you are interested in creating a smaller dungeon, or with a low or unchanging bias if you are interested in creating a very large complex. The choice is yours.

Moving On: Once you have created a dungeon with a beginning, middle, and end by joining one set of connection points in each geomorph, refer to **Table 11d: Secondary Paths** in order to flesh out all the unused connection points on your map.

Table 11b: Primary Path

Roll 4d6	Action
4–7	Roll on **Table 11d**, then return to this table.
8	Add Geomorph A of appropriate dungeon type.
9	Add Geomorph B of appropriate dungeon type.
10	Add Geomorph C of appropriate dungeon type.
11	Add Geomorph D of appropriate dungeon type.
12	Add Geomorph E of appropriate dungeon type.
13	Add Geomorph F of appropriate dungeon type.
14	Add Geomorph G of appropriate dungeon type.
15	Add Geomorph H of appropriate dungeon type.
16	Add Geomorph I of appropriate dungeon type.
17	Add Geomorph J of appropriate dungeon type.
18	Add Geomorph K of appropriate dungeon type.
19	Add Geomorph L of appropriate dungeon type.
20–24	Add Focus Geomorph of appropriate type.

After choosing the geomorph to add and determining its connection point (as described for the dungeon origin), you should fit the new geomorph or room onto your growing map. This is where you must use some discretion, drawing in the new area so it fits snugly. Feel free to stretch or shrink hallways, move doors or stairways to reasonable locations, and change the orientation of the new geomorph from that shown on the template. You can either simply choose the orientation of the new geomorph, or you can roll on the following table.

Table 11c: Geomorph Orientation

Roll 1d6	Orientation to Compass
1	As drawn
2	Rotated 45° left
3	Rotated 90° left
4	Rotated 180°
5	Rotated 45° right
6	Rotated 90° right

Secondary Paths

After you have chained together a dungeon from its origin to its focus, you should take care of all the other unused connection points. **Table 11d** gives you concrete directions on how to do this. Roll on this table and take the action indicated for each empty connection point, including doors, hallways, open areas, or stairs.

Once you have created rooms and corridors with this table, you have also probably created additional possible connection points (such as doors and stairs). Therefore, in order to keep your dungeon from growing too "bushy," you should increase the die bias by one step for every 20 feet that the connection point on your secondary path ranges from the geomorph to which it is attached.

For example, the last die roll created a room with three doors, one of them more than 60 feet from the original connecting point. When you roll for what lies beyond this door, increase the die bias by three steps. This bias is appropriate for increasing elevation and decreasing depth (assuming that levels are 20 feet from each other) as well.

Moving On: This table often directs you to additional tables for passages, rooms, and stairwells. Once you have finished with each of these tables, return to this table and deal with any remaining connecting points (or to deal with new connecting points you just created). Once you have accounted for every unconnected connecting point on your map, refer to **Table 11g: Contents** to fill in the empty chambers on your map.

Table 11d: Secondary Paths

Roll 3d6	Action
3	Roll on **Table 11a**; treat this as a whole "new" dungeon connected to your primary dungeon.
4–6	Encounter; roll on Encounter Table appropriate to dungeon type, then again on this table to see what lies ahead after keying encounter.
7–9	Passage; roll on **Table 11e: Passages**.
10–12	Chamber; roll on Table 11f: Rooms.
13–15	Trap; use the Trap Architect to flesh out the trap, then roll again on this table to see what lies ahead.
16–18	Close out this connecting point. It either leads to a dead end or it was never really a connecting point; dungeon growth does not continue from here.

Passages

When a passage is indicated, roll on **Table 11e** to determine the specifics of the passage's length, direction, contents, and so on. Unless specifically instructed differently, treat each additional door, stair, or passage as a fresh connecting point, so that you return to **Table 11d** in order to determine its outcome (and bias the dice accordingly depending on distance from the dungeon origin).

Whenever stairs are indicated, roll 1d6. On 1–2 the stairs lead down, on 3–4 the stairs lead up, and on 5–6 the stairs go both up and down.

Even though the Autodungeon Engine attempts to generate a dungeon randomly, feel free to freehand the shape of a passage differently than directed if it better fits the map. Let reason be your guide.

If you are connecting passages from natural caverns or other rough geomorphs, make the passages listed on the table rough, rocky and natural (or mined) in aspect to match.

Moving On: Once you have determined the passage's specifics, return to the table that sent you here.

Table 11e: Passages

Roll 3d6	Action
3	Ahead 10′ to a four-way intersection; treat each new passage as a connecting point.
4	Ahead 10′ to a fork in passage, treat each new passage as a new connecting point.
5	Left 90°, passage continues 20′ to a door and contains 1d4–1 doors along its sides.
6	Right 90°, passage continues 20′ to a staircase and contains 1d4–1 doors along its sides.
7	Left 45°, passage continues 20′ to a door and contains 1d4–1 doors along its sides.
8	Right 45°, passage continues 20′ to a staircase and contains 1d4–1 doors along its sides.
9	Ahead 20′ to bisecting chasm, 1d4×10′ wide and 4d10×10′ deep. Chasm has 50% chance to be bridged; otherwise, alternative means must be used to get to passage ahead.
10	Ahead 20′ to bisecting stream, 1d4×10′ wide and 1d4×10′ deep. Stream has 50% chance to be bridged, and a 25% chance of having a boat (50% chance for the boat to be on either side). Passage continues beyond river.
11	Ahead 1d10×10′ to a stair; 20′ wide passage contains columns running down center and 1d6–1 doors along its sides.
12	Ahead 1d10×10′ to a door; 20′ wide passage contains columns running down center that support upper galleries. Stairs up to the gallery have a 50% chance to lie on either end of the passage. The passage contains 1d6–1 doors along its sides.
13	Ahead 1d6×10′ to an archway; 1d4–1 open archways give off along either side of the passage.
14	Ahead 1d8×10′ to a door; 1d4–1 open archways and 1d4–1 doors give off this passage.
15	Passage turns right and runs parallel to any structure on map for 1d10×10′ to an open archway.
16	Passage turns left and runs parallel to any structure on map for 1d10×10′ to a stairwell.
17	Passage ends at perpendicular passage (forming a "T"); treat each new passage as a new connecting point.
18	Passage comes to four-way intersection; treat each new passage as a new connecting point.

Rooms

When another table indicates a room, roll on **Table 11f** to determine the specifics of the room's size, shape, and exits. Treat each additional door, stair, or passage as a fresh connecting point and return to **Table 11d** in order to determine its outcome (and bias the dice accordingly).

Whenever stairs are indicated, roll 1d6. On 1–2 the stairs lead down, on 3–4 the stairs lead up, and on 5–6 the stairs go both up and down.

If you are connecting rooms to natural caverns or other rough geomorphs, make the rooms listed below rough and rocky to match.

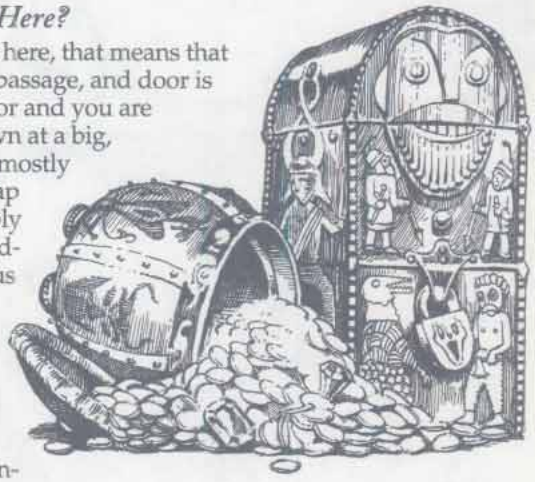
When a door or passage is indicated in a room, remember that one of them is likely the passage that led into this room in the first place.

Moving On: Once you have determined the room's specifics, return to the table that sent you here.

Table 11f: Rooms

Roll 3d6	Action
3	Gargantuan square chamber 1d10×100′ to a side with 1d6–1 open archways per side and a 50% chance to contain a central staircase.
4	Very large square chamber 3d4×10′ with 1d4–1 doors per side and a 35% chance for a staircase.
5	Hexagonal chamber 1d4×10′ to a side with a 50% chance to contain 1 door per side and a 10% chance to contain a staircase.
6	Circular chamber with a diameter of 1d6×10′, containing 1d4–1 doors along its periphery. The room is 75% likely to be domed.
7	Square chamber 1d4×10′ to a side with only one entrance and a 50% chance to contain a staircase.
8	Square chamber 1d4×10′ to a side with 1d2–1 open archways per side and a 25% chance to contain a staircase.
9–11	Square chamber 1d4×10′ to a side with 1d2–1 doors per side and a 35% chance to contain a staircase.
12	Rectangular chamber 1d4×10′ by 1d6×10′ with 1d2–1 doors per side and a 25% chance to contain a staircase.
13	Rectangular chamber 1d4×10′ by 1d6×10′ with 1d2–1 doors per side and a 50% to contain a central staircase.
14	Rectangular chamber 1d4×10′ by 1d6×10′ with 1d2–1 open archways per side.
15	Triangular chamber 1d4×10′ to a side with 1d2–1 doors per side.
16	Octagonal chamber 1d4×10′ to a side with 1d2–1 doors per side.
17	Very large rectangular chamber 3d4×10 by 3d6×10′ with 1d4–1 doors per side and a 35% chance for a staircase.
18	Gargantuan rectangular chamber 10d10×10′ by 10d10×10′ with 1d6–1 open archways per side and a 50% chance to contain a central staircase.

What's In Here?



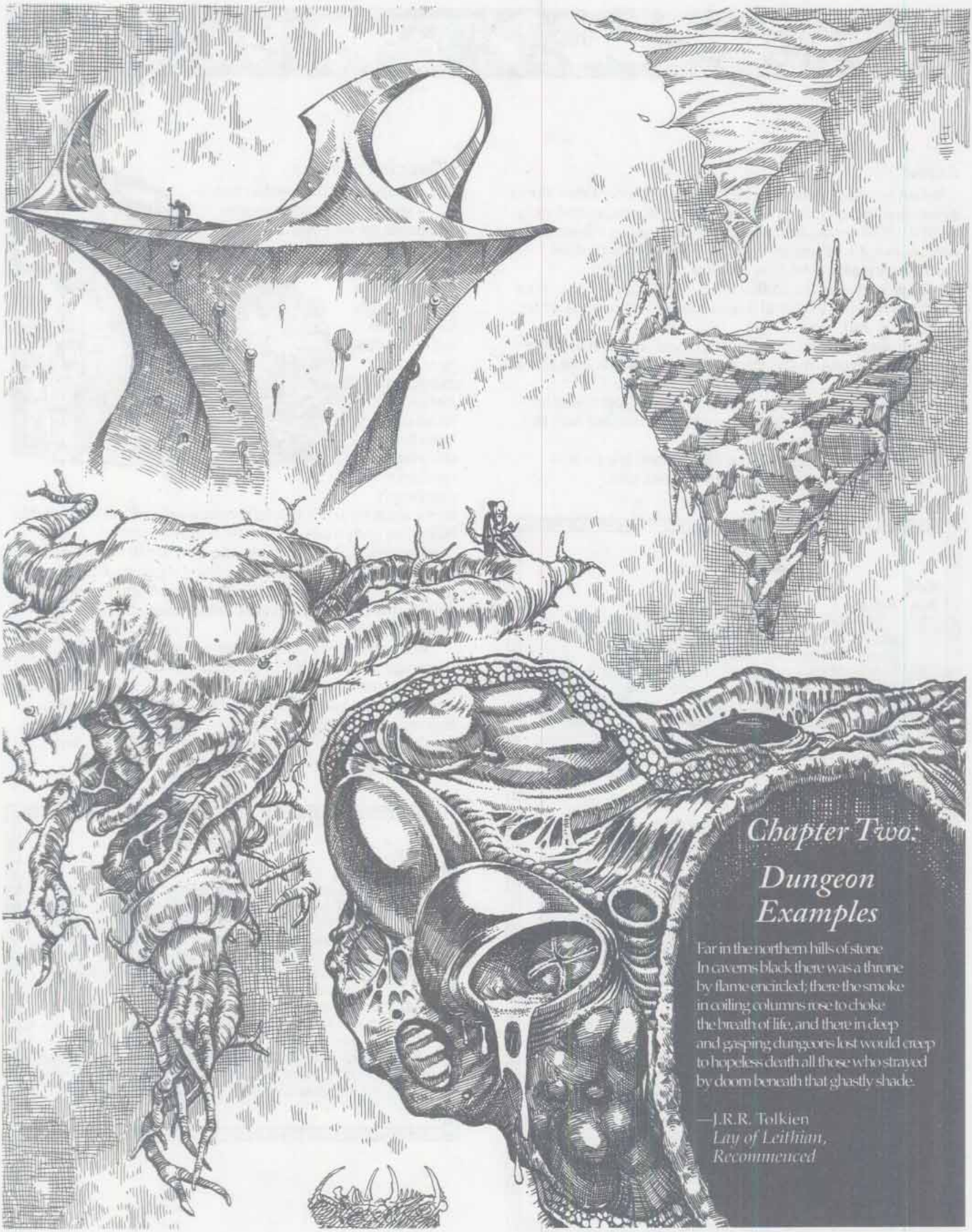
If you are here, that means that every stair, passage, and door is accounted for and you are looking down at a big, empty, and mostly unkeyed map (save possibly for the founding and focus geomorph). To assign room contents in a completely random manner, simply move room by room through your map and roll on the table below for each room, taking the action described.

Many times, the action requires you to roll on an appropriate property or encounter table. Even when you are filling out rooms created on the secondary paths table, you should still use the property and encounter tables specific to that dungeon type.

Once you have keyed every room with something (or nothing if you roll 7–14), you are done! You have enough keyed rooms to run an adventure. However, this is the perfect time to go back over everything, cancel out anything that makes no sense, and modify other obviously goofy results. Remember, if a reasonable explanation is offered, even the strangest possibility can appear reasonable.

Table 11g: Contents

Roll 3d6	Action
3	Room contains a trap, a property, and an encounter; roll on the Trap Architect and the property and encounter tables for the appropriate dungeon type.
4–6	Room has a 25% chance to contain a trap, a 35% chance to contain an encounter, and a 45% chance to contain a property; roll on all appropriate tables.
7–14	Room is empty.
15–17	Room has a 25% chance to contain a property, a 35% chance to contain a trap, and a 45% chance to contain an encounter; roll on all appropriate tables.
18	Room contains a trap, a property, and an encounter; roll on the trap architect and the property and encounter tables for the appropriate dungeon type.



Chapter Two:

Dungeon Examples

Far in the northern hills of stone
In caverns black there was a throne
by flame encircled; there the smoke
in coiling columns rose to choke
the breath of life, and there in deep
and gasping dungeons lost would creep
to hopeless death all those who strayed
by doom beneath that ghastly shade.

—J.R.R. Tolkien
Lay of Leithian, Recommenced

Part Seven: Aerial

Despite the wide variety of possible inhabitants, the following text presents avariels, or winged elves (described in the MONSTROUS COMPENDIUM® *Annual Volume Two*) as the inhabitants of the aerial geomorphs. However, if you have another race in mind (or do not have access to that sourcebook), you can treat them as mere "space holders" and insert whatever race is most appropriate to your scenario.

Life in the Sky

Breathing in the air up here is like taking a drink from a cool mountain stream, and the air rushes across the pinions like a religious fervor. For those that dwell in these dizzying heights far above grounded earth, mortal concerns seem frivolous and small. Why wonder at the crawling masses consigned to remain bound to the hard earth when such dazzling adventure lies beyond the lightning?

Aerial Founding Geomorph

The founding geomorph for the aerial dungeon is the pinnacle of a sheer mountain peak whose lower portions are forever swaddled in clouds. The other aerial geomorphs can easily be placed on and around this peak. The upper cloud decks are mystically fortified to provide solid bridging to nearby peaks, as well as to house semipermanent spaces and perches for those wishing to divorce themselves completely from the solid. Sometimes, portions of these fortified clouds break away, acting as cloud ships for any aboard, at least until they eventually evaporate due to lack of magical tending!

The avariels (or the race chosen by you) appreciate their isolation from the ground-based races, both for aesthetic and defensive reasons. Not only are their lofty homes pleasing to their soaring natures, but the very height of their mansions is often defense enough against common aggression. Still, they do not mind that pilgrims from the lowlands sometimes come seeking wisdom of the avariel sages, rare spell components, or merely the opportunity to gaze across the majesty of the sky.

1. Outpost

The lower slopes are sheer and inaccessible, and often hidden by clouds. Still, the avariels that claim the apex of this mountain as part of their aerial home find it prudent to place sentries at the lower boundaries. Four likely looking rock spurs located almost equidistantly about the mountain's circumference currently provide simple quarters for sentry teams, each composed of two avariels.

Avariel Sentry (8): AC 8; MV 9, Fl 18 (C); HD 1+1; hp 5 each; THACO 18; #AT 1; Dmg 1d8 (long sword); SA bola (1d3/1d2; entangles enemies' limbs; it takes 1 full round and a successful Strength check to break free); SZ M; ML champion (15); Int exceptional (16); AL NG; XP 650 each.

Whenever the sentries see uninvited intruders scaling the sides of the peak, one of them immediately flies up to warn the residents of possible danger. The other sentries usually attempt to discover the reason for the visit by perching on a nearby outcrop and questioning the climber from a safe distance.

2. Lodge

Along this wide ledge, the avariels have built a hunting lodge of stone and wood. As the name implies, the lodge is a temporary residence for single avariels that join extended hunting groups. These hunters travel far down the slopes and across adjacent mountainsides, bringing in game animals of all sizes and types.

The hunters use the racks and posts set outside the lodge to dress their game

following successful hunts. Game suitable for consumption and storage is usually transported to the other avariels on griffon-back once every two days.

The lodge itself contains a rough table near the foreground, racks upon one wall (holding slender long swords, lariats, and bolas), and kegs upon the facing wall (containing a light, refreshing wine called clos pegase). The floor in the rear of the lodge is covered with shed down, perfect for the comfortable sleep of weary hunters (and possibly containing small baubles of modest value). Unless alerted of intruders ahead of time, or unless it is nighttime (in which case all hunters are asleep save for a rotating watch of two), there is a 20% chance that the PCs find five hunters and one huntmaster in or near the lodge. Otherwise, the avariels are out on the hunt!

Avariel Hunter (5): AC 8; MV 9, Fl 18 (C); HD 1+1; hp 5 each; THACO 18; #AT 1; Dmg 1d8 (long sword); SA bola (1d3/1d2; entangles enemies' limbs; it takes 1 full round and a successful Strength check to break free); SZ M; ML champion (15); Int exceptional (16); AL NG; XP 650 each.

Avariel Huntmaster: AC 3; MV 9, Fl 18 (C); HD 3+1; hp 27; THACO 16; #AT 3/2; Dmg 1d8 (long sword); SA bola (1d3/1d2; entangles enemies' limbs; it takes 1 full round and a successful Strength check to break free); SZ M; ML champion (15); Int exceptional (16); AL NG; XP 735.

3. Garden On High

Avariels do not subsist on game alone; instead, they prefer an omnivorous diet. To satisfy this need, they grow grapes, vegetables, and legumes in ordered plots upon this tended ledge. The most cherished crop is the delicate, high-altitude grapevine from which clos pegase is squeezed. Many lowland races have heard of this special nectar, but only a lucky few have ever actually sampled it.

Avariel gardeners do not have permanent residences here. Usually, they commute from their aeries on a daily basis. However, the ledge does hold a simple stone structure filled with a variety of gardening tools such hoes, shovels, rakes, shears, and similar implements. The structure also contains several loose sacks of seeds of varying types in anticipation of the next planting season.

Gardeners are likely absent at night, but during daylight hours, 2d6 avariels are found here tending to their vegetable charges.

Avariel Gardener (2d6): AC 3; MV 9, Fl 18 (C); HD 1+1; hp 5 each; THACO 18; #AT 1; Dmg 1d8 (long sword); SA lasso or bola (1d3/1d2; entangles enemies' limbs; it takes 1 full round and a successful Strength check to break free); SZ M; ML champion (15); Int exceptional (16); AL NG; XP 650 each.

4. Abiding Cloud

This cloud, like many in this region, has been magically fortified, making the top solid (though its underside is still permeable to upward moving objects). As long as the cloud remains in the general region in which it was fortified, it does not unravel. To keep it in place, the avariels have moored this cloud to the peak against which it rests.

To the touch, an abiding cloud is spongy, yielding a few inches to every footfall. Moreover, a cloud's surface is rarely level, but rather fantastically textured with tufts, loops, banks, chasms, and domes of solidified mist. This should make traversing the top of a cloud a challenge. Of course, those with wings can easily clear these barriers.

This particular cloud boasts a solidified cloud sculpture, resembling a 50-foot-high thunderhead with a lowering humanoid face. Nearby, soil was deposited into a 30-foot-diameter depression and leveled. It now serves as a base for a small temple where several avariel acolytes and priests reside. The priests hold daily services near the cloud sculpture, and they are also spiritually responsible for the "burial" of deceased avariels. They conduct such ceremonies on the nearby peak (area 5).

Avariel Acolyte (6): AC 8; MV 9, Fl 18 (C); HD 1+1; hp 5 each; THACO 18; #AT 1; Dmg 1d6 (staff); SA bola (1d3/1d2; entangles enemies' limbs; it takes 1 full round and a successful Strength check to break free); SZ M; ML champion (15); Int exceptional (16); AL NG; XP 650 each.

Avariel Priest (2): AC 8; MV 9, Fl 18 (C); HD 5; hp 27 each; THACO 18; #AT 1; Dmg 1d6 (staff); SA spells; SZ M; ML champion (15); Int genius (17); AL NG; XP 650 each.

Spells (3/3/1): 1st—*animal friendship, bless, faerie fire;* 2nd—*charm person or mammal, dust devil, spiritual hammer;* 3rd—*summon insects.*

The temple is fairly small. It contains a large hollow open to the sky for special services, various iconic representations of a towering thunderhead, and a hidden and locked sacristy that contains the church's treasures (some coins and gems and possibly a weather-related magical item appropriate to your scenario).

5. Cemetery

An avariel's natural life span is approximately 300 years. When they die, their physical forms are brought to this cemetery. A ceremony overseen by the wind priests from the nearby abiding cloud (area 4) culminates in an air burial. Thus, the term burial is actually a misnomer, as custom actually calls for the body of the deceased to be specially prepared and laid out upon the mountain

peak. Because of the preparations (and sometimes with the aid of summoning spells), all manner of air creatures eventually visit the site to take a portion of the deceased. In a matter of days, no flesh remains, and the deceased's body is physically incorporated back into the ecosystem of the heights, poetically so in the eyes of the avariels. Sometimes, stone markers list the names of those given to the air, but it is not necessarily required for the ceremony.

From this peak, various other peaks are visible, half-clothed in mist and clouds. Some of the peaks are surprisingly close, and the intervening distances are often bridged by abiding clouds.

Aerial Focus Geomorph

The aerial focus geomorph is located on a magically-fortified cloud high above the ground. As written, the geomorph describes a small structure that serves as a home for Persephone (or a personage suited to your scenario), the resident avariel mage that makes this cloud kingdom possible.

6. Hall of Convergent Winds

The chamber is called the Hall of Convergent Winds because the avariel natives come here to hear the words and counsel of Persephone. Besides Persephone herself, the hall normally contains several elite avariel warriors, as well as a few common avariels seeking advice. There is also a 65% chance that 2d4 pilgrims from another aerial or groundling race are gathered within the chamber seeking an audience with Persephone.

Persephone, Avariel Mage: AC 0; MV 9, Fl 18 (C); HD 12; hp 38; THACO 16; #AT 3/2; Dmg 1d6 (staff); SA spell; SZ M (5'11" tall); ML champion (15); Int genius (18); AL NG; XP 2,000.

S 9, D 12, C 10, I 16, W 14, Ch 13.

Spellbook (6/5/5/3/2/2): 1st—*charm person*, color spray*, comprehend languages, detect magic, feather fall, hold portal*, magic missile***, protection from evil, sleep, spook, wall of fog, wizard mark.*

2nd—*blindness, continual light, detect invisibility*, ESP, invisibility*, knock, Melf's acid arrow**, rope trick, web*, wizard lock.*

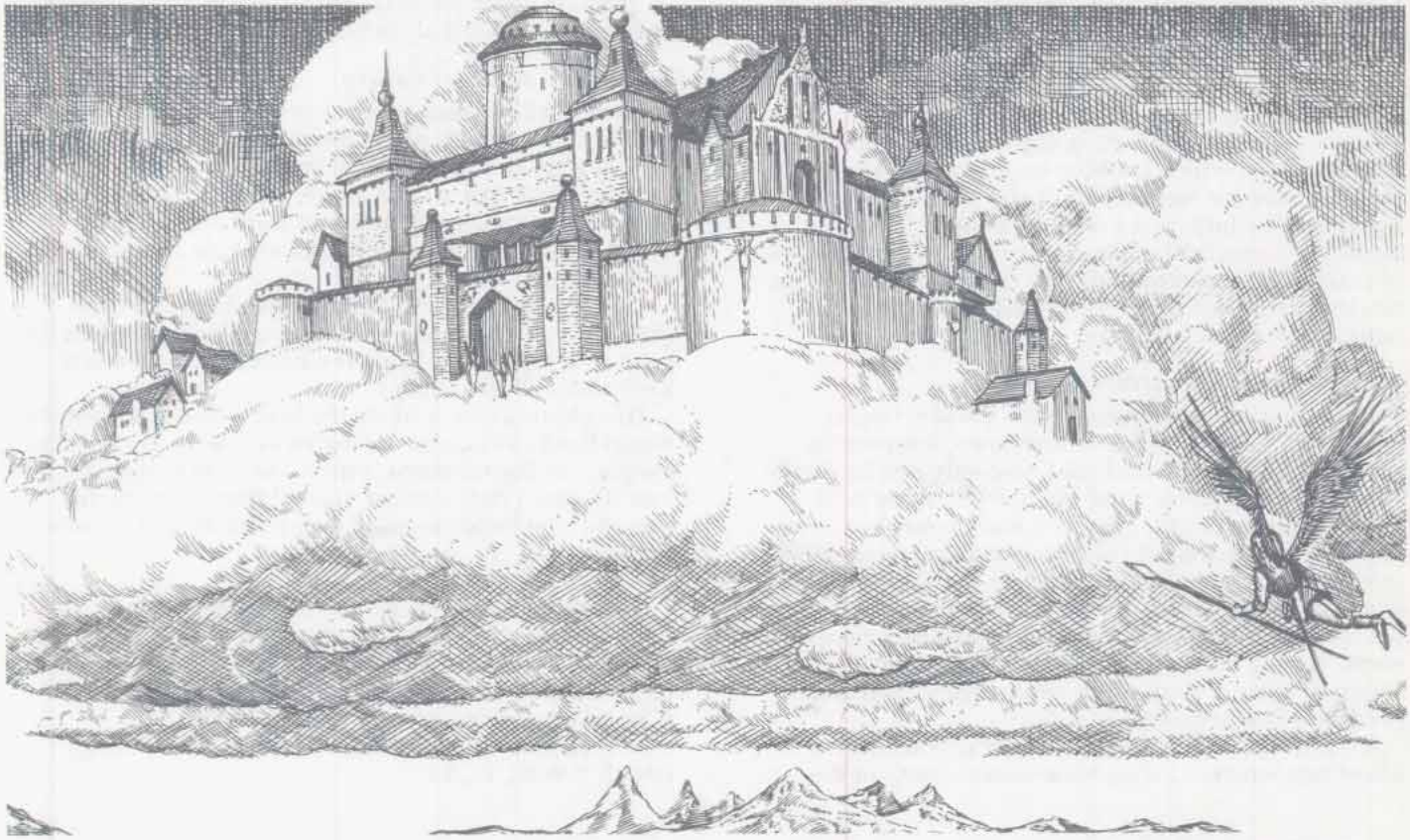
3rd—*blink*, dispel magic*, fireball**, haste, hold person, Melf's minute meteors, protection from normal missiles*, slow, suggestion, wraithform.*

4th—*charm monster, dimension door*, improved invisibility, solid fog, stone skin*, wizard eye*.*

5th—*cloudkill*, conjure elemental (air), passwall, teleport*.*

6th—*control weather*, invisible stalker, death fog*, true seeing.*

*Indicates spells usually memorized.



Elite Avariel Warrior (1d6): AC 3; MV 9, Fl 18 (C); HD 3+1; hp 27 each; THACO 16; #AT 3/2; Dmg 1d8 (long sword); SA bola (1d3/1d2; entangles enemies' limbs; it takes 1 full round and a successful Strength check to break free); SZ M; ML champion (15); Int exceptional (16); AL NG; XP 735 each.

Common Avariel (1d6): AC 8; MV 9, Fl 18 (C); HD 1+1; hp 5 each; THACO 18; #AT 1; Dmg 1d8 (long sword); SA bola (1d3/1d2; entangles enemies' limbs; it takes 1 full round and a successful Stregth check to break free); SZ M; ML champion (15); Int exceptional (16); AL NG; XP 650 each.

7. Cloud Birthing Chamber

Persephone works her unique sorcery in this room, magically fortifying clouds. Thus, it is kept locked and trapped. (You can either choose a trap or use the Trap Architect in **Part Five**.) The room contains various clay bowls and jars, some holding relatively normal ingredients (such as rainwater and dew), and some containing pretty unusual substances (such as mist, essence of the north wind, and the scent of a storm).

A large workbench in the center of the room holds a huge chunk of unmelting mystical ice (obtained on the Paraelemental Plane of Ice), a crystal chisel, and an iron hammer. Using the various components in the room in conjunction with the proper incantation and a chip of the magical ice, Persephone is able to engender abiding clouds, birthed from the edge of the cloud on which this building stands.

Every cloud created here is objectified by a splinter of unmelting ice, which is added to an ever growing mobile above the workbench. If any piece of ice is destroyed (by inflicting 1 or more points of damage upon it), the particular cloud associated with that piece of ice is likewise unraveled. Any creatures or buildings situated upon that cloud simply fall through the dissipating mass of water vapor.

8. Persephone's Quarters

The center of this chamber holds a wide circular depression filled with the softest down, interwoven with threads of silver and gold—a comfy bed for Persephone. Broad circular windows in every outer wall allow sunlight into the chamber, and the vaulted ceiling holds an extraordinarily elaborate magical windchime composed of ice, crystal, and silver. The chimes magically attune to the general mood of any living creatures in the room, providing an appropriate tune in accompaniment. Thus, a peaceful feeling in the room produces soothing tones and rhythms, while conflict and anger produce strident martial chords.

A dedicated search of the chamber may unearth a secret safe wherein Persephone stores wealth in the form of clear gems (of an amount appropriate to your scenario), as well as the single wood chime that activates the Pool of Perception (area 9).

9. Pool of Perception

In fact, the Pool of Perception is a circular gap in this fortified cloud. A stone span overhangs it, and through it the solid surface of the ground is visible far, far below. If one possesses the Key of Perception (a single wood chime that can be found in area 8), one may stand upon the stone span and command the pool's magical properties. Normally, only Persephone has the authority and knowledge to utilize this pool.

Sounding the Key of Perception chime once causes the pool to act as a massive *crystal ball* (with a picture that forms in the circular gap) once per day for a maximum viewing period of one hour. Sounding the Key of Perception chime twice causes the pool to act as a *divination* spell once every two days; for this purpose, the answer to the question is given as an image in the pool's depths. Sounding the Key of Perception chime three times causes the Pool to funnel a visual *commune* spell to a deity of wind and the air (the avariel's patron deity). Except in times of great need, Persephone does not utilize this last power. Needless to say, if a nonbeliever were to activate that particular power, the deity in question could show its annoyance in a particularly spectacular and lethal fashion!

10. Celestial Observatory

A metal blister rests here on this high cloud. On still nights, the structure protrudes a dark eyepiece towards the heavens and its wealth of scintillating stars. The creatures that live at, and above, the cloud cover have an extraordinary opportunity to learn a great deal about simple astronomy, and the avariels have not ignored this chance.

Contracted in groundling gnomish foundries and glassmithies, the observatory was transported piece by piece and assembled here. The head astronomer is a kenku named Absarlem.

This observatory is likely the best a medieval fantasy world has to offer, and the sights viewable through the eyepiece of the telescope within are truly wonderful. If you choose, a stellar event viewed from here might precede a fantastic physical event that affects the world at large.

Absarlem, Kenku Astronomer: AC 5; MV 6, FL 18 (D); HD 5; hp 22; THAC0 15; #AT 3 or 1; Dmg 1d4/1d4/1d6 or 1d6 (quarterstaff); SD 50% chance of passing for human; MR 30%; SZ M (6' tall); ML elite (13); Int exceptional (16); AL N; XP 975.

Thief Abilities: PP 45, OL 37, F/RT 5, MS 33, HS 25 DN 15, CW 88, RL 20.

Part Eight: Castle

Although the following descriptions list human inhabitants for the castle geomorphs, feel free to treat these as mere space holders and insert whatever race is most appropriate to your scenario.

A Glimpse of Castle Life

A horn note sounds at the first sign of morning light, waking the castle residents. Following a quick breakfast of bread and wine, the nobles attend religious services in the castle chapel. After devotions, the ruler gets down to business, receiving reports from estate managers, giving orders for the capture of troublesome serfs or villains, and listening to petty grievances from the peasants and lower class.

Before noon, another horn blast summons the castle's inhabitants to the great hall where they consume great quantities of soup, game, birds, mutton, pork, beef, and often venison or boar, all piled upon flat pieces of bread called trenchers. In winter, the meat is heavily spiced to hide the rank taste of bad preservation. Wooden mugs hold cider, beer, and wine. Minstrels entertain the residents throughout this massive meal.

The rest of the day is often spent hunting, playing games, and competing in tournaments. However, if wartime threatens, ceaseless councils of war, the blare of military drills in the bailey, and the scurry of castle servants laying down provisions and preparing defenses are audible long into the lantern-lit night.

Castle Founding Geomorph

The founding geomorph for the castle dungeon encompasses all the other elements and geomorphs, at least for the aboveground sections. Unlike many of the other types, this founding geomorph is less open to rearrangement due to the space considerations of the outer castle walls. Empty spaces between placed geomorphs and the outer walls can be relegated to storage closets, secret rooms or passages, or something completely unique to your own castle. Also, while the castle likely rises more than one story, geomorph placement in the upper stories is similarly constrained by the outer walls.

Traditionally, the four corner-points of a castle are towers that contain circular stairwells that rises all the way to the top of the castle, creating an open but defensible position on top.

1. Barbican

A surrounding heavy wooden fence of sharp-pointed stakes surrounds the castle to prevent surprise attacks by delaying the advance of assailants. This gives soldiers within the castle compound time to both resist and prepare a counterattack. Several soldiers patrol the exterior of the barbican.

Soldier, hm and hf, F2 (1d6): AC 5 (chain mail); MV 12; hp 13 each; THACO 19; #AT 1 (long sword or light crossbow); Dmg 1d8 or 1d4; SZ M; ML steady (12); Int avg (8); AL N; XP 65 each.

2. Lists

The lists (sometimes called wards) are strips of land that encircle the castle within the barbican. The lists serve as roads in time of peace and as traps in times of war. Once within the barbican, the invading forces are in range of arrows shot from the castle walls. In peacetime, the lists also serve as an exercise ground for horses and occasionally as tournament grounds (described in area 3 below).

In addition to 3d20 0-level merchants, peasants, and servants that can almost always be found within the lists, soldiers and knights usually patrol these areas as well.

Soldier, hm and hf, F2 (3d6): AC 5 (chain mail); MV 12; hp 13 each; THACO 19; #AT 1 (long sword or light crossbow); Dmg 1d8 or 1d4; SZ M; ML steady (12); Int avg (10); AL N; XP 65 each.

Knight, hm and hf, F5 (1d4): AC 3 (plate mail); MV 12; hp 37 each; THACO 14 (17 Str and specialization); #AT 3/2 (long sword) or 1 (light crossbow); Dmg 1d8+3 or 1d4 (17 STR and specialization); SZ M; ML elite (13); Int avg (8); AL NG; XP 270 each.

3. Tournament Grounds

Tournaments are typically held every 5d6 days. The tournament ground grows or shrinks according to the number of visiting knights and nobles who set up pavilions nearby. When tournaments are being held, a banner flutters over each tent to show the rank of the contestant. The first day of the tourney is usually devoted to single combats, in which pairs of knights joust, but the climax is the melee, when companies of knights battle in mimic warfare. The visiting knights can range from 1st level to 20th level.

Average Knight, hm and hf, F5 (4d6): AC 3; MV 12; hp 37 each; THACO 14 (17 Str and specialization); #AT 3/2; Dmg by weapon +2 (17 Str); SZ M; ML elite (13); Int avg (8); XP 270 each.

Special Equipment: Retinue of 1d10 0-level retainers and squires, and 1d4 0-level advisors.

4. Moat

Between the lists and the towering outer walls of the castle itself lies the moat. Though the moat is usually filled with water, fantasy castles could conceivable have moats filled with ice, flame, or acid. If filled with water, the moat also offers substantial opportunity for monster infestation, which could lend an additional measure of protection.

5. Drawbridge

Across the moat stretches a drawbridge, which is raised nightly and in the event of an attack. A portcullis is situated directly in front of the gates of the castle. These large, heavy oak gates are rarely opened except on ceremonial occasions. A smaller door in one of them provides easy entrance and exit under normal circumstances.

A chief porter and some soldiers guard this door, monitoring access. In case of a serious breach, however, a general alarm alerts the entire castle to the threat.

Chief Porter, hm, F5: AC 3 (plate mail); MV 12; hp 37; THACO 14 (17 Str and specialization); #AT 3/2 (long sword); Dmg 1d8+3 (17 Str and specialization); SZ M; ML elite (14); Int very (12); AL NG; XP 270.

Soldier, hm and hf, F2 (4): AC 5 (chain mail); MV 12; hp 13 each; THACO 19; #AT 1 (long sword or light crossbow); Dmg 1d8 or 1d4; SZ M; ML steady (12); Int avg (8); AL N; XP 65 each.

6. Castle Walls

Massively thick (10 foot or more) castle walls protect the interior. The corners are high towers, each a small fort in itself with provisions to withstand a long siege. During an attack, wooden balconies are hung over the outer edges of the wall so that stones, boiling oil, or magic can be deployed onto anyone threatening the castle or climbing the walls. Both the walls and the towers have hundreds of arrow slits through which defenders can fire missiles or spells.

Soldier, hm and hf, F2 (10d10): AC 5 (chain mail); MV 12; hp 13 each; THACO 19; #AT 1 (long sword or light crossbow); Dmg 1d8 or 1d4; SZ M; ML steady (12); Int avg (9); AL N; XP 65 each.

Special Equipment: Boiling oil (2d6 the first round/1d6 the second round).

7. Bailey

The courtyard, or bailey, lies inside the walls and consists of a plane of cobblestone, gravel, or dirt. The bailey contains the stables (containing about 5d10 horses and 1d6 0-level stable hands), a carpentry shop (with one 0-level carpenter and 1d2 apprentices), an armory/blacksmith shop (with 1d2 0-level blacksmiths and 1d4 apprentices), barracks for the men-at-arms (containing the same 10d10 soldiers that hold the walls in wartime) and servants (3d10 0-level servants), and a well and drinking fountain.

8. Keep

The keep is the focal point of the castle, the place to which the whole population of the castle retires if the outer defenses fail during an attack or siege. The keep also houses the rulers, apartments of nobility and knights, the great hall, and private apartments, service rooms, weapons supplies, a well, a kitchen, a chapel, and more.

The keep is normally two to four stories tall (though it could conceivably reach higher), but it may contain many sub-levels delved below the earth. For the purposes of this guidebook, the keep contains all the remaining castle geomorphs (labeled A through K) that you choose to incorporate, including the focus geomorph.

Castle Focus Geomorph

The focus geomorph for the castle contains the throne room and associated chambers. If desired, place the focus geomorph in a centrally located position within the castle dungeon.

9. Approach

A great hall allows an awe-filled approach towards the actual throne chamber (area 12). Great banners and tapestries hang from the high, vaulted ceiling, alternating the castle coat of arms with scenes of great battles. On both sides of the hall, guards stand spaced between the tapestries, mostly for show, but capable of defending the hall in the event of an unauthorized entry.

Soldier, hm and hf, F2 (4d4): AC 5 (chain mail); MV 12; hp 13 each; THACO 19; #AT 1 (long sword or light crossbow); Dmg 1d8 or 1d4; SZ M; ML steady (12); Int avg (8); AL N; XP 65 each.

10. Anteroom

This grandly appointed chamber contains various comfortable divans, chairs, and throw pillows. Chandeliers hang from the ceiling, providing scintillating light, and beautiful paintings adorn the walls. Everything in this chamber speaks of the power and wealth of the castle's owner. This room often serves as the waiting chamber for those seeking audience with the ruler. A steward (0-level human) is often found here, ready to answer or deflect questions, or lie outright if the situation calls for it. If visitors threaten or act violently, a single call from the steward brings reinforcements from the secret side chambers (area 11) flanking the anteroom.

11. Murder Rooms

Each of these chambers secretly connects to the anteroom (area 10). The hall captain and an elite squad of soldiers are quartered within each chamber to keep tabs on any possible trouble in the throne room (area 12).

Hall Captain, hf, F5: AC 3 (plate mail); MV 12; hp 37; THACO 14 (17 Str and specialization); #AT 3/2 (long sword); Dmg 1d8+3 (17 Str and specialization); SZ M; ML elite (14); Int very (12); AL NG; XP 270.

Soldier, hm and hf, F2 (2d10): AC 5 (chain mail); MV 12; hp 13 each; THACO 19; #AT 1 (long sword or light crossbow); Dmg 1d8 or 1d4; SZ M; ML steady (12); Int avg (8); AL N; XP 65 each.

12. Throne Room

A vast vaulted hall of polished stone lit by massive bonfires atop high pillars provides the appropriate grandeur for the throne room. The throne is situated upon a tall dais. A secret door hidden behind a tapestry behind the throne provides a convenient escape for the ruler, if necessary. The lower steps of the dais usually provide convenient seating for those most in favor with the ruler, while the main floor holds a few dozen noble courtiers and hangers-on, as well as royal minstrels and counselors.

Besides the not-inconsiderable power and might of the specific ruler (and possibly a royal wizard), a cadre of hand-picked guards usually stands at attention along the periphery of the chamber, dressed in striking royal colors and wielding massive weapons meant as much to intimidate as for actual use.

Guard, hm and hf, F7 (1d10+4): AC 3 (plate mail); MV 12; hp 52 each; THACO 12 (17 Str and specialization); #AT 2 (two-handed sword); Dmg 1d10+3 (17 Str and specialization); SZ M; ML champion (15); Int very (12); AL NG; XP 420 each.

13. King's Conference Chamber

This chamber contains a large table of sturdy manufacture, around which sit 2d10+5 seats, appropriate for holding those most trusted knights, advisors, and military commanders of the ruler in times of conference and war. If any plans of conquest are being made, they are likely within this chamber.

14. Secret Treasury

Unless the treasury is cached within a structure specifically designed to house it, the castle wealth can often be found in a secret, locked, and trapped chamber behind the throne chamber. Use the Trap Architect in **Part Five** to determine the actual mechanism guarding this chamber.

Within, the chamber holds a significant amount of wealth (as appropriate to your adventure). It could even contain a few magical items kept in reserve against future need, such as *potions of healing, giant strength,* and *longevity,* if available.

Part Nine: Interdimensional

Unlike many of the other dungeon types, the lettered interdimensional geomorphs are each given an individual entry. Significantly, these interdimensional geomorphs differ in scale and shape. Due to the strange nature of an interdimensional dungeon, you must link them carefully to create a coherent adventure. As always, feel free to replace any of the races presented here with ones more appropriate to your campaign.

Birth of a Demiplane

The Deep Ethereal is devoid of order or feature. The expanse is unbounded but without purpose, latent but without life. Without life, that is, until a brief singularity allowed the Mhagane entry. The Mhagane, a community of powerful wizards, sought to carve their own vision of reality from the building blocks of creation. The ambitious mages found what they sought amidst unformed ethereralities, infinitely distant from the knowledge of prime-material concerns.

The Mhagane initially inhabited small nodes of temporary matter but soon realized the inadequacy of those islands. Working in concert, the united Mhagane pooled their sorcerous might to fashion a large region of permanently stabilized matter bounded by the swirling chaos. Thus was born the Semblance.

The edges of this demiplane are protected from corrosive evaporation by the solidity of the Semblance itself. Beyond the Semblance, chaos reigns. In time, inhabitants came to know this unordered region as the Tumult.

Within the boundaries of the Semblance, an environment exists not unlike those of more traditional worlds; rivers, trees, mountains, and seas abound, though limited in scope. The individuals making up the Mhagane live, grow, and finally die in an almost familiar cycle within their artificial world, but even in their isolation amidst the Deep Ethereal, the wizards remain ever-vigilant against the diabolic agents of those who pursue them.

Interdimensional Founding Geomorph

The Semblance is a small but growing demiplane in the Deep Ethereal. Like all demiplanes, the Semblance possesses boundary conditions unique to itself that are not necessarily indicative of other demiplanes (although rumors persist of *another* hidden demiplane possessing similar characteristics). As the Mhagane continues to exert their wizardly influence, the Semblance continues to push outward slowly into the formless ethereal miasma. In time, the Semblance could very well achieve the status of a full-fledged world, but that time is still far off.

Regions at the Semblance's center are the most civilized. In general, the common mortals living there do not even give credence to wild stories associated with the demiplane's genesis. Outlying lands become increasingly wilder, where the vagaries of planar physics exert greater influence over the Semblance's form. Only mortals of great personal power are able to push into the frontier, and in some places, to the edge of the Semblance itself.

In seeding the demiplane, the Mhagane incorporated esoteric magics, resulting in the chaotic conditions attendant beyond the Semblance. Ethereal mists constantly coalesce into true matter, while at the same time counter forces work to evaporate the solidity of the growing demiplane. This war of creation vs. destruction along all the borders of the Semblance has created a standing chaos stormfront of incredible proportion. Despite this, the net result is the gradual continued growth of the demiplane, the obscurement of the demiplane from magical divination and scrying, and

the creation of an entire secondary planar ecosystem known as the Tumult.

One of the Tumult's chief properties is its penchant for creating short-lived portals to random planar locations. The founding geomorph does not focus on the civilization built by the Mhagane (so you are free to insert the civilization of your choice), but rather upon the edge effects of the Semblance, and localities associated with the connections made there. Where these connections are marked, the lettered geomorphs may thus be linked to the founding geomorph.

1. Vukov's Pantry

The mage Vukov (or a personage more appropriate to your adventure) has a large residence, which is not keyed in this geomorph. However, you can either substitute any home, castle, dungeon, or other likely structure or use geomorphs from the other dungeon types to flesh out this site. The structure itself is actually located within the Prime Material Plane, but strangely enough, it contains a passageway into the Semblance.

Vukov's pantry has become a planar gateway due to an interaction between the strange planar physics of the Semblance (described in area 3, below) and the magic-dense qualities often associated with a wizard's domicile. The pantry contains several large crates full of packing material, smoked meat, and dried fruit. These crates obscure the corners of the chamber, but anyone who continues beyond them discovers a small, dark closet in one corner cluttered with old coats and robes. Beyond the coats lies a mysterious passage. From the lip, the passage is dark, but just 10 feet further down, it becomes a rough natural tunnel that opens upon a lighted vista.

2. Private Beach

The rough tunnel (described in area 1, above) opens onto a small private beach. The ground is composed of chill black sand, but the sand soon gives way to swirling, multicolored mists and twining, temporary matter (area 3). This area is sequestered from the main beach by large boulders of black stone, through which a few narrow channels might offer passage for those willing to squeeze.

Back down the tunnel, the passage simply ends, unless one is carrying a piece of dried fruit from among the stores of Vukov's pantry (area 1). Those characters who possess a piece of fruit automatically trigger the portal and walk back into the cellar. Because the tumultwarders (described in area 5) have never had the opportunity to visit the other side of the portal, they have no portal key. In fact, they do not even realize that the tunnel is a portal, so they leave this small area unguarded.

3. Edge of the Semblance

A wide beach of dark sand provides stark counterpoint to the wild gyrations of the rainbow ethers beyond, where chaos seems to reign in all directions. Booms from afar roll in, announcing unseen events out amidst the swirling colors. Along the very edges of the beach, where footing seems uncertain, the light warps about small holes in the air, through which faint views of *other places* flicker!

This beach represents the boundary of the Tumult (area 4) and the Semblance. The Tumult is the chaotic miasma beyond the black sands, while the Semblance is the solidity of the beach itself. Animate matter (living beings and the items they possess) can move back and forth across the boundary without trouble, although those unprepared for the Tumult may well perish there.

Planar holes are anchored in the relative solidity of the sands at intervals along the beach. These planar holes result from the relationship between the Tumult and the Semblance; as the Semblance grows, old planar holes fade and new ones form along the fresh boundary. Normally, planar holes last for 1d4 weeks. You are free to dispense with the idea of planar holes and instead use conduits, portals, gates, or any other mechanism or terminology that might be more fitting to the scenario at hand.

For the most part, planar holes connect the Semblance with nearby temporary nodes (called resonance islands) within the Tumult, but a few also open into locales on distant planes! Accessing a planar hole is as simple as walking through its flickering boundary, although the ride tends to be precipitous, as if one were sliding through a steep, narrow, gyrating tube. These planar holes form connection points to which the lettered interdimensional geomorphs could be easily attached.

The tumultwarder outpost (area 5) monitors this area of the beach, and sends a greeter to investigate any activity in the area.

4. The Tumult

Out in the chaotic void, boiling mists herald the appearance and dissolution of temporary floating islands. When one physically steps off (or falls off) the edge of the Semblance or one of these islands, standard laws of prime-material physics cease to apply. Gravity, momentum, other intrinsic physical constants are all subject to alteration and possibly obliteration within this sharply defined space. As such, the flux is exceptionally dangerous to those unprepared to deal with its unique properties.

Unless one has the tumultwarding proficiency (described below), a living being in the midst of the flux must make a Constitution check with a –4 bonus every 1d10 turns. Failure indicates that some integral portion of the entity in question has degraded, causing the permanent loss of 1 Constitution point! In this way, those who enter the Tumult unprotected eventually dissolve into their component atoms (when their Constitution scores reach 0).

Those who can either return to the Semblance, find a resonance island, or make it completely out of the Tumult to the Deep Ethereal beyond are safe from the degrading erosion of the mists; however, any lost Constitution points remain lost. Unless the PC has the tumultwarding proficiency, entering the Tumult calls for a Wisdom check with

a +2 penalty. Success indicates that the character locates a visible landmark and can reach it in only 1d4 turns; failure indicates that the character has become lost and must spend a minimum of 2d10 turns searching blindly through the Tumult before discovering a visible landmark. At this point, another successful Wisdom check allows the character to reach solid ground (the Semblance, a resonance island, or something much worse . . .) in 1d4 turns by flailing through the chaos. This process repeats until the character either reaches safety or disperses.

Tumultwarding (3 slots, Wis –2): Only tumultwarders can teach the tumultwarding proficiency. Those with the tumultwarding proficiency are immune to the disintegration of the Tumult. This proficiency allows one to operate a tumultglider (described in area 5), cutting the duration of all trips through the Tumult by 75%. Those with this proficiency also gain a –6 bonus to the Wisdom check required when looking for a landmark in the midst of the flux (an action which normally requires a +2 penalty).

5 (A, B, and C). Tumultwarder Guardpost

Those who live in the center of this demiplane realize the Semblance is a dangerous place that bears watching. To this end they have created a cadre of special rangers called tumultwarders, and the security of the realm is given into the care of these specially trained guardians. In addition to the Tumult, the inconstant planar holes often prove a source of continual threats, as strange creatures sometimes wander through the temporary connections.

Tumultwarder, T7 (8): AC 2 (Dex and *studded leather +1*); MV 12; hp 40 each; THAC0 14 (13 with *long sword +1* and *short sword +1*, 9 against demons); #AT 5/2; Dmg 1d8+1/1d6+1 *(long sword +1/short sword +1)*; SA fight two-handed with no penalty, tracking through the Tumult (18), move silently in Tumult (53%), hide in Tumult (65%), +4 attack bonus against racial enemy (demons), animal friendship (random flux-creature); SZ M (5'8" tall); ML champion (15); Int avg (10); AL CG; XP 650 each.

All along the Semblance, guardposts have been constructed to hold small detachments of Tumultwarders. These black stone guardposts include one large central hall (area 5a), a tower (area 5b), and a garage (area 5c). Generally, the warders sleep, cook, repair their equipment, and otherwise take care of domestic matters in the central hall, which usually holds six tumultwarders. The tower attached to the main hall rises up 40 feet into the air, allowing a better view of the surrounding Semblance and Tumult. The two tumultwarders in the tower immediately sound an alarm if they notice any strangers upon the beach. Finally, the long, low garage holds the indispensable tumultgliders used by the warders to patrol the Tumult itself.

The six tumultgliders in the garage look much like standard gliders, with a frame of bone or wood over which is stretched diaphanous membrane specially spun in the interior of the demiplane. A harness hangs below each glider, allowing one or two tumultwarders to hang below while gliding through the flux.

6. Resonance Islands

Resonance islands are temporary masses of earth, rock, vegetable matter, flesh, and possibly stranger components that are constantly forming and falling away in the chaotic maelstrom of the Tumult. Though some islands last but a heartbeat, others might last for years—or even longer. The creation of a resonance island creates its own strange rules of physics, often warping gravity, time, and matter in strange ways that are not shared by standard planes, demiplanes, or even adjacent resonance islands. As the DM, you are free to create any combination of strange laws and standards on these islands. See some of the geomorphs below for examples.

Many of the resonance islands are accessible by the planar holes that wander the beaches of the Semblance. In this way, explorers might find themselves easily transported to a resonance island to experience its strange realities and interact with its inhabitants (if any). However, the random disappearances of the wandering holes have stranded more than one group of adventurers in the roiling Tumult.

Interdimensional Geomorph A

This geomorph indicates a series of free floating spheres of stone and other minerals located either in the Tumult or a setting more appropriate to your scenario. Some of the spheres are solid, while others are hollow, as labeled on the map. Also, gravity on some of the spheres works normally, but on others, it is reversed, producing different effects depending on whether the sphere is solid or hollow. The direction of gravity is indicated on the map by arrows. Additionally, the spars that connect the spheres are all hollow, allowing entry into those spheres that also prove hollow.

If you choose, other dungeon types may be located on or within these free-floating spheres.

Interdimensional Geomorph B

This dungeon setting could conceivably be located anywhere within the multiverse. Whatever entity or group controls this geomorph is lucky enough to have a direct connection to either the Positive or Negative Energy Plane behind magically reinforced walls. If you determine that the vortex leads to the Positive Energy Plane, the controlling group is likely good, using the resident energy for feats of healing and magical enchantment. If the vortex leads to the Negative Energy Plane, the controlling group is likely evil or made up almost entirely of undead, using the power to subvert and destroy all living things.

Interdimensional Geomorph C

This planar tree is gargantuan, rooted in nothing more than interstitial space (or the Elemental Plane of Air, the Tumult, the Ethereal, Astral, etc.). Gravity functions in only one direction, so it is possible to "fall" from the tree. Various planar holes open on the tree, making it a crossroads of sorts. However, it is entirely possible that entities (either malevolent or benign) have set up a permanent base here in order to either take advantage of the cross-planar traffic by setting up trade or engage in simple banditry.

Interdimensional Geomorph D

It is uncertain exactly where the bases of the monoliths shown in this geomorph are located. To those who stand upon the tops of the monoliths, it seems that they drop away into an endless abyss (possibly *the* Abyss, the Tumult, or some other strange, but dangerous, locale). What makes these monoliths particularly difficult to navigate is the null-magic field that surrounds them, rendering magic of all types ineffective. Thus, magical teleportation, flight, and other means of supernatural transport do not help transport characters from one monolith to the next. Those interested in moving from monolith to monolith must resort to dangerous physical means, or use the unique (nonmagical) spacewarp characteristics common to each monolith.

Each monolith contains two or more areas that connect through folded space to another monolith, as shown by the doubled alphabet key. For example, someone stepping onto one area marked A is suddenly transported to the only other monolith marked on the geomorph with an A. (It is possible to use these folded space areas on the monoliths in either direction.) In this way, it is possible to slowly make it from one end of the monolith field to the other.

Threats along the way might include high winds and storms, or possibly malignant planar creatures plaguing those who seek to travel across the monoliths.

Interdimensional Geomorph E

The corridors of this geomorph are actually alive, functioning similarly to blood vessels, though clear of blood (at least for now). This living area could make up a portion of a normal dungeon, exist within a discrete creature, or possibly make up the interior of an entire living demiplane!

Intersections of many vessels conceivably hold organs of some importance to the overall organism, such as the lungs, heart, or even brain. Those seeking to harm the organism from the inside should fear the defense of free-willed white cells, lethal T cells, demonic antibodies, or worse. . . .

Interdimensional Geomorph F

The Fortress of the Four Spheres is purely an artificial structure created in an extraplanar location of your choice. The builders may be long gone and the structure fallen into ruin, it could have been taken over by other entities, or it could still house the original creators. The Fortress was built for security, among other things, so the opening of a temporary planar hole directly into its innermost chambers is considered an ultimate breach of privacy.

The structure was built with the intention of focusing the elemental powers of the Inner Planes to aid in high-level enchantment for spells, magical items, or even artifacts within the Crux (the focus of the four elements). The four gates in the corners of the Fortress actually each open upon the Elemental Planes shown on the map. However, the four intermediate domes (magma, smoke, ooze, and ice) are not openings to the paraelemental planes; rather, they are localized effects produced by the closeness of the parent Elemental Planes.

Interdimensional Geomorphs G through L

Only six lettered interdimensional geomorphs were created for the *Dungeon Builder's Guidebook*. If using the Autodungeon Engine, simply substitute some other random Dungeon Type (roll 1d6 on **Table 2**) and use the indicated geomorph for that instead. This could indicate that the wormhole opens into a "normal" structure on the Prime Material Plane, although you may decide that the geomorph chosen actually represents a structure within a planar setting.

Interdimensional Focus Geomorph

The interdimensional focus geomorph details a location in the Abyss, specifically the distant 986th layer, in a lethal valley known as Noisome Vale. It is linked to the Semblance through a wormhole that empties directly into Tarnhem's Manor. Of course, as the DM, you are free to locate the tanar'ric citadel described below anywhere that suits your scenario.

Within Noisome Vale, the demon lord Tarnhem long ago constructed his fiendish retreat on the shores of the River of Worms (area 5) well away from the tides and duties of the Blood War. The atmosphere is lethal to most organisms (described in area 4), so most have completely forgotten about the existence of the retreat known as Tarnhem's Manor.

Most importantly, Lord Tarnhem himself is missing. It is rumored that past cruel acts finally caught up with him, and that he now serves the purposes of an entity bent on inconceivable conquest of a forgotten demiplane known as the City That Waits. Whatever the truth of the matter, Tarnhem's underlings wasted little time in claiming the manor for themselves, though they still maintain the fiction of Tarnhem's presence in order to deter possible threats to the Manor's security.

Adventurers could access Tarnhem's Manor through the random fluctuations of a wormhole, but those who arrive overland must deal with the acidic atmosphere long before the Manor becomes visible across the blasted plain pockmarked with volcanic vents. While not sufficiently concen-

trated to corrode surface flesh (at least without several days exposure), the air is almost instantly lethal when inhaled.

The Manor is built astride the River of Worms and perched on the edge of a terrible Gorge. Most of the chambers in the Manor are not detailed, so you are encouraged to fill these chambers with all manor of tanar'ric horror. Still, in the absence of the true master, many of these rooms may lie empty and unused.

1. Sulfurlock

Most of the Manor is sealed off from the outer atmosphere, because it is deadly. Thus, this chamber serves as a sulfurlock. When accessed from the outside, the inner door remains magically sealed, but when the outer door is closed, the worms that form a thick, wriggling carpet on the ceiling quickly (1d4 rounds) metabolize and condense the gaseous sulfur dioxide from the air. The resultant liquid sulfur dioxide is channeled into underground reservoirs for future use. Once all the gaseous sulfur dioxide is scrubbed from the air, the inner door leading to the rest of the Manor unseals.

It is a simple enough matter for ignorant visitors to slay all the sulfur-scrubbing worms affixed to the ceiling. Still, until the sulfur dioxide is removed from the air, the inner door remains sealed.

2. Blackhelm's Post

With Tarnhem's departure, the demon named Blackhelm had hopes of improving its station. Unfortunately for Blackhelm, the higher placed Lovebreath and Kaon (described in areas 3 and 7, respectively) gained access to Tarnhem's Tomb of Truenames, and so gained power over Blackhelm by using its truename (uulguthug), forcing it to guard the main entrance. As such, this demon holds the entrance against any and all comers to the best of its infernal ability.

Blackhelm (Tanar'ri, Greater—Babau): AC –3; MV 15; HD 8+14; hp 58; THAC0 8 (19 Str and *shortsword* +2); #AT 1; Dmg 1d6+9; SA proficient with all weapons, backstab (×4), red gas (acts as a *ray of enfeeblement* with a 20' range, affecting one opponent per round), slime, spells; SD +1 or better magical weapon to hit, weapon immunities; SZ M (7' tall); ML champion (15); Int genius (17); AL CE; XP 17,000.

Notes: All babaus are coated in a red, jellylike slime that gives them a 20% chance per hit of corroding a metal weapon. Affected normal weapons must save vs. acid or corrode into uselessness, while magical weapons lose one "plus" per failed save. This slime also burns exposed flesh for 1d6 points of acid damage per round of contact.

Babaus take only half damage from cold, gas, and magical fire attacks, and they take no damage from electricity, poison, and nonmagical fire attacks.

Spells (1/round, at 20th level): *darkness 15' radius, dispel magic, fear, fly, heat metal, infravision, levitate, polymorph self, teleport without error.*

Thief Abilities: PP 70, OL 62, F/RT 60, MS 70, HS 56, DN 30, CW 98, RL 45.

Special Equipment: shortsword +2.

Any great commotion here is also likely to draw the attention of the babaus (in areas 3 and 6) within 1d4 rounds. Blackhelm is named for the cursed ebony helm permanently bound to its head. This helm stifles the demon's ability to gate in other demons of its type.

3. Inhalatorium

Though it is a normal exercise in a standard prime-material setting, breathing is not something to take for granted in the Noisome Vale and the surrounding lands. A search of nearby rooms should turn up a few sets of bulky apparatuses composed of tubes and rusted worm pods. The pods hold worms capable of absorbing sulfur dioxide, scrubbing the air that is then channeled to the wearer. Unfortunately, these devices are none too dependable.

In Tarnhem's time, all slaves, soldiers, and demons that could not polymorph a useful set of lungs moved overland using these uncomfortable and chancy worm pod breathers. With Tarnhem gone, his underling demons decided to find a more comfortable way to exist in the Noisome Vale. To that end, they began experiments in the Inhalatorium.

Through many cruel, painful procedures, the babau named Lovebreath has long labored to artificially invest living subjects stolen from the Prime Material Plane with the ability to breathe gaseous sulfur dioxide. It performs these experiments in hopes of perfecting a safe procedure for future ranks of soldiers and slaves, but none of its experiments have proven successful.

Lovebreath's stats are the same as Blackhelm (described in area 2) except that once per day, Lovebreath can gate in 1d6 cambions or 1 babau with a 40% chance of success. If Lovebreath is bothered, there is a 20% chance that another tanar'ri notices and comes to its aid. (Kaon in area 7 would probably be the one to respond in this instance.)

4. Noisome Vale

As indicated earlier, the Noisome Vale and its surrounding areas are bathed in a corrosive atmosphere of gaseous sulfur dioxide. While not acidic enough to burn unprotected flesh immediately, it is sufficient to quickly destroy any normal set of lungs that breathes it in. Those caught in the Noisome Vale without suitable magical or technological inventions soon perish. Only a few organisms are capable of surviving within the vale (such as the worms described in area 5).

Massive vents that blister the blasted plain of the Noisome Vale constantly vent sulfur dioxide into the air. The gas is commonly assumed to be a result of "natural" geologic processes attendant upon this region, but Tarnhem long believed that, in truth, the gases were the forgotten exhalations of an entity of vast prehistoric power sleeping deep within the matrix of the plane itself.

5. River of Worms

A ravine cuts through the landscape of the Noisome Vale, but it is not filled with water, or even condensed acid. Instead, it channels a flood of slick, writhing worms that vary in length from 1 inch to 10 feet! These worms breathe the gaseous sulfur dioxide endemic to the area, and are used extensively within Tarnhem's Manor for just this purpose. The worms' respiration affects both shores of the river to a distance of 20 to 30 feet by effectively scrubbing the air free of sulfur dioxide gases sufficiently to allow hardy grasses and sedges to spring up along both sides. A human could breathe normally in this greenbelt for 1d4 days before residual gas begins to be a problem. Of course, the foul stench may choke someone stranded along the greenbelt far sooner.

The depth of the "river" is generally between 30 and 60 feet, but in some places it is much deeper. The millions of worms cause a subsonic slithering sound that penetrates any enclosure within a mile of the path of the river. Anyone unfortunate enough to plunge into the wormflow discovers that while individual worms pose no threat, those within the wormflow suffer the effects of a *creeping doom* spell (7th-level priest).

Once past the Manor, the wormflow plunges over the Gorge to an unexplored fate. No slave or demon that has attempted to trace the fall has ever returned to describe how far down (or even if) the plunge terminates. Similarly, those attempting to trace the River of Worms to its source are still traveling today; at least one rumor has it that the source may actually be a demiplane lost somewhere in the Deep Ethereal.

6. The Bridge

Built of green-veined black stone, this bridge arches over the wormflow on sturdy pillars, connecting the two sides of the Manor. The bridge is uncovered, but because of the proximity of the worms, most of the harmful sulfur dioxide gas is filtered from the air, allowing normal creatures to pass in relative safety—at least from the fumes.

A babau named Merbaegul serves as the bridgewarden. He sees to it that anyone trying to pass over the bridge that is not part of Manor's staff soon get a first hand tour of the wormflow's depths, preferably in pieces. Merbaegul's stats are the same as Blackhelm (described in area 2) except that once per day, Merbaegul can gate in 1d6 cambions or 1 babau with a 40% chance of success. Those with proper credentials, or those who best Merbaegul, are free to continue on to the far side of the Manor or descend the carved stairs to behold the wormscape (area 7).

7. Wormscape

This space was artificially created by Tarnhem long ago. In essence, the wormscape is a space where the natural wormflow of the River of Worms has been magically diverted such that the flowing worms actually act as the floor, walls, and ceiling of this hall! In addition, the enchantment allows beings to stand normally upon the floor, and items to be hung from the walls and ceiling, although some drift usually occurs. The subsonic growl of the surrounding worms is extremely uncomfortable, but still bearable.

Tarnhem held court in this chamber. With Tarnhem's disappearance, Kaon now claims rulership in Tarnhem's name, though this ruse is known to be a lie by all that live within the Manor. Kaon maintains power by being a true tanar'ri and by keeping possession of the Seat of Grubs.

From the writhing ceiling hang great chandeliers of iron, providing ghastly light to the shifting surroundings. In the very center of the chamber is the Seat of Grubs, which allows anyone seated in it power over the integrity of the chamber, if they know the proper command words. One command causes the artificial chamber to lose its ability to support certain individual objects above the flowing worms! For inanimate objects, this causes no problem. A single command word causes the object to rise once again no worse for wear (making the Seat of Grubs a handy place to store valuables). For living beings, however, such a command is nothing short of a death sentence. The Seat of Grubs can selectively raise or lower one object per round. Living objects must make a successful saving throw vs. death magic at a –3 penalty to avoid the effect.

Kaon is a six-armed marilith. As such, it appears serpentine from the waist down and as a beautiful, six-armed humanoid female from the waist up.

Kaon (Tanar'ri, True—Marilith): AC –9; MV 15; HD 12; hp 71; THAC0 9; #AT 7; Dmg 4d6/1d6+1/1d4+4/1d8/1d8+1/1d4+1/1d6 (tail/*short sword +1/hammer +3, dwarven thrower*/long sword/*one-handed bastard sword +1/dagger +1*/hand axe); SA +2 or better magical weapons to hit, constriction; SD spell and weapon immunities, never surprised; MR 70%; SZ L (7' tall), ML fanatic (18); Int genius (17); AL CE; XP 23,000.

Notes: If the creature's tail successfully hits, it wraps around victim, inflicting 4d6 points of damage each subsequent round. The victim must make a successful Constitution check every round or fall unconscious. Each round, the victim has a 10% chance per point of Strength over 14 of escaping.

Tanar'ri take only half damage from cold, gas, and magical fire attacks. They take no damage from electricity, poison, and nonmagical fire attacks.

Spells (1/round, at will): *animate dead, cause serious wounds, cloudkill, comprehend languages, curse, darkness 15' radius, detect evil, detect magic, detect invisibility, infravision, polymorph self (7/day), project image, pyrotechnics, teleport without error, telekinesis, and gate* (1/hour, 35% chance to gate in 2d10 least tanar'ri, 1d6 lesser tanar'ri, 1d4 greater tanar'ri, or 1 true tanar'ri).

Part Ten: Mine/Natural Cavern

Because of the wide variety of possible underground dwellers, this section presents just one race (mountain dwarves) as the assumed primary occupants of the upper mine/natural cavern geomorphs; however, various other creatures are likely found in associated tunnel systems (such as the drow described in the focus geomorph). If mountain dwarves and drow do not fit in your campaign, feel free to treat them as mere space holders and insert more appropriate races.

Below The Earth

The upper shafts, following veins of iron, silver, and semiprecious stones, are smoothly bored and shored up with sturdy fire-treated posts. The air is cool, and the steady ventilation assures that any accumulation of bad air is flushed away. Lanterns with crystal panes brilliantly light the major rail lines, allowing both ore carts and miners ease of travel. Because the foundry and city itself are so close, most dwarf miners work light-heartedly, raising their voices in song and daydreaming of high craft and strong ale equally.

With the discovery of the deeping tunnels, the possible extent of mining operations opened up a thousandfold. The deeping tunnels, as their name implies, are far below the artificial mines, accessible at the edges of some of the delved tunnels.

The natural caverns below are rough, speckled with stalactites and stalagmites. Narrow ways often open into wide chambers, and broad tunnels are just as likely to narrow, making them impassible to any but the smallest dwarf. In the largest cavern discovered to date lie the shores of a vast subterranean sea. This sea appears to support living creatures of malign visage in its obsidian depths.

Mine/Natural Cavern Founding Geomorph

This founding geomorph centers on the working nexus of a dwarven mine. From it, natural passages and mine tunnels give off in many directions. Notice that the other geomorphs can be attached to the outside of this founding geomorph as well as within it.

1. Tunnel Nexus

In many mines, a wide mineshaft is dropped deep into the earth (in the case of the dwarves, from a higher subterranean city) from which horizontal mine shafts radiate. A common mining practice calls for the radiating shafts to gradually slope upward from their origins, thus allowing mined material to be removed more easily back through the drop shaft; drainage of ground water is also controlled in this fashion. Access up and down the drop shaft is granted by a large lift platform controlled by an elegant system of counterweights controlled at the top of the shaft.

At the bottom of the shaft, a nexus of ore carts and tracks congregate. Those carts filled with unworked ore are directed towards the smeltery (area 3), while those with smelted and refined iron bars, rods, and wire are prepared for transfer up the drop shaft.

Normally, there are 4d6 dwarf miners in this area, pushing or pulling ore carts into their respective positions along the track nexus, while 1d4 dwarf mine engineers direct the chaos.

Dwarf Miner (4d6): AC 4; MV 6; HD 1+1; hp 8 each; THAC0 19; #AT 1; Dmg 1d6+1 (footman's pick); SD +3 saving throw bonus against magical attacks and poison, size L and G humanoids receive a –4 penalty to hit dwarves; SZ M (4′ 6″ all); ML elite (13); Int very (11); AL LG; XP 270 each.

Notes: Dwarves have 60′ infravision. Magical items are 20% likely to malfunction in the hands of a dwarf.

Dwarf Engineer, F4 (1d4): AC 4; MV 6; HD 4; hp 30 each; THAC0 16; #AT 3/2; Dmg 1d6+1 (footman's pick); SD +3 saving throw bonus against magical attacks and poison, size L and G humanoids receive a –4 penalty to hit dwarves; SZ M (4′ 6″ tall); ML elite (13); Int very (12); AL LG; XP 420 each.

Notes: Dwarves have 60′ infravision. Magical items are 20% likely to malfunction in the hands of a dwarf.

2. Mine Station

This chamber fulfills a variety of purposes, including serving as a gathering point for prospecting and mining parties prior to a mining shift or exploratory prospecting. Four or five rough tables sit along one wall, each surrounded by several short stools built to suit dwarf stature. At any one time 3d4 dwarf miners, 2d4 dwarf engineers, and 1d4 dwarf off-duty patrollers can be found here taking their ease. (Refer to area 1 for miner and engineer stats.)

Dense shelving on the walls holds sufficient rations, water, and ale to support over a hundred dwarves for a month. The shelves also contain a variety of basic equipment useful for subterranean subsistence, including rope, backpacks, spikes, mallets, lanterns, oil, and flint and tinder sets. A sturdy locked safe (–30% penalty to lockpicking attempts) set in one wall contains special mining equipment, such as explosives, gas masks, and a few magical light sources.

Dwarf Patroller, F6 (1d4): AC 4; MV 6; HD 6; hp 50 each; THAC0 14; #AT 3/2; Dmg 1d6+1 (footman's pick); SD +3 saving throw bonus against magical attacks and poison, size L and G humanoids receive a -4 penalty to hit dwarves; SZ M (4′ 6″ tall); ML elite (13); Int very (12); AL LG; XP 650 each.

Notes: Dwarves have 60′ infravision. Magical items are 20% likely to malfunction in the hands of a dwarf.

3. Maintenance

Ore carts in various stages of disrepair stand in neat rows in the center of this chamber. On the walls hang both broken and newly mended mining implements. This room always contains at least 1d4 dwarf engineers, hammering, sewing, or welding broken equipment back into shape for another stint in the mines. (Refer to area 1 for engineer stats.)

4. Smeltery

This chamber is filld with the sounds of clanging metal and roaring fire, and the odor of burning iron. Massive smelting furnaces of black iron dominate much of this chamber, bedecked with ore hatches accepting crushed rock, coal ports swallowing coal from shovels, and bellows pumping air into the raging furnace. The dwarf miners in this chamber are always busy, coordinating their activities with a deep basso chant. The first furnace accepting the crushed rock channels molten ore into a second, larger furnace where the final impurities are removed from the ore before it is finally poured into the appropriate molds.

There are always at least 2d8 dwarf miners working the furnaces and 1d4 dwarf engineers overseeing the job. (Refer to area 1 for miner and engineer stats.)

5. Materials

Bricks, bales of wire, and rods of smelted and refined ore (iron, or another metal of your choice) are stockpiled in this chamber before being batched and sent up the drop shaft. The final destination of the refined ore is likely a dwarven forge, although some may be used in trade by dwarf merchants. Anyone with the ability to transport large, heavy loads finds this chamber a virtual bonanza of refined ore and could potentially reap a large profit by liberating it from the dwarves. Of course, such a theft would embitter the dwarves against the thieves, and few bear grudges with greater skill than dwarves, who are adept at tending ill will with bitterness over many decades, if necessary.

6. Home Away From Home

This large chamber serves as the dormitory for all the dwarves that work extended hours down in the dwarven mine. As such, one side of the chamber is filled with low bunk beds, sufficient to accommodate over 100 dwarves. However, because the dwarves work rotating shifts, the room never holds more than 3d4 miners, 2d4 engineers, and 1d4 patrollers, all of which are usually sleeping or otherwise taking their ease in the chamber. (Refer to area 1 for miner and engineer stats and area 2 for patroller stats.)

Each bunk contains a small chest at its base, containing personal belongings like extra clothes, combs, beard trimmers, hard candy, and possibly etchings of loved ones. Dwarves on mine duty do not bring their hoards down into the tunnels, though each dwarf may carry spare change in small gems and silver (no more than 1d20 gp value per average dwarf).

Mine/Natural Cavern Focus Geomorph

This focus geomorph centers upon a small colony—more of an advance camp, really—of drow explorers on the trail of conquest and profit. The colony is situated on the edge of a massive cavern where the drow have the dual opportunity of exploring both the newly discovered subterranean sea contained in the cavern as well as the possibility of annexing the ore-rich caverns adjoining the dwarven mine described in the founding geomorph.

7. Checkpoints

These areas each hold a small watch of drow warriors (1d10) and one drow lieutenant charged with the vigilance of the narrow tunnels that give entry into the larger cavern, which the dark elves now claim as their own territory. Those on watch take full advantage of their special abilities and items to surprise and curtail potential trespassers and dangerous creatures native to the underdark realm.

Drow, F1 (1d10): AC 4; MV 12; HD 2; hp 14 each; THAC0 18 (*long sword +1*); #AT 1; Dmg 1d8+1 (*long sword +1*) or hand crossbow (1d3+poison); SA spells; SD +2 on saves vs. spells; SW light; MR 52%; SZ M (5′ tall); ML elite (14); Int high (13); AL CE; XP 650 each.

Notes: Drow possess 120′ infravision and the ability to cast *dancing lights, faerie fire,* and *darkness* 1/day. A dark elf can be surprised only on a roll of 1 on 1d10.

Drow in bright light suffer a –2 penalty to Dexterity scores, saving throws, and attack rolls. Those who stand in bright light while being attacked by drow gain a +2 bonus to saving throws, while the drow attackers are at a cumulative –1 penalty to attack rolls.

Special Equipment: cloak and boots of elvenkind (75% to hide in shadows and surprise), *chain mail +1, buckler +1, long sword +1, dagger +1* (drow magical items lose all bonuses when brought into sunlight), dart crossbow (180′ maximum range), and poisoned darts (victims must save vs. poison with a -4 penalty or fall unconscious).

Drow Lieutenant, M5/F5: AC 2; MV 12; hp 40; THAC0 14 (*long sword +2*); #AT 1; Dmg 1d8+2 (*long sword +2*) or hand crossbow (1d3+poison); SA spells; SD +2 on saves vs. spells; SW light; MR 60%; SZ M (5′ tall); ML elite (14); Int high (14); AL CE; XP 2000.

Notes: Drow possess 120′ infravision. The drow lieutenant can cast each of the following spells 1/day: *dancing lights, darkness, detect magic, faerie fire, levitate,* and *know alignment*. A dark elf can be surprised only on a roll of 1 on 1d10.

Drow in bright light suffer a –2 penalty to Dexterity scores, saving throws, and attack rolls. Those who stand in bright light while being attacked by drow gain a +2 bonus to saving throws, while the drow attackers are at a cumulative –1 penalty to attack rolls.

Spellbook (4/2/1): 1st—*alarm, burning hands, charm person*, comprehend languages*, hold portal, hypnotism, magic missile*, read magic, shocking grasp*, sleep, spider climb, ventriloquism, wall of fog;* 2nd—*alter self, darkness 15′ radius, detect invisibility*, invisibility*, knock, mirror image, web, wizard lock;* 3rd—*dispel magic, fireball, haste, hold person*, wraithform.*

*Indicates spells usually memorized.

8. Colossal Cavern

Tufts of bioluminescent fungi dotted here and there across the 100-foot-high ceiling of this massive hollow give some small indication of the truly large dimension of this area. However, the cavern is so tremendous that even that light fades into darkness out over the sunless sea that laps upon the rocky shores here (area 14).

The dry portion of the cavern, though small in comparison to the subterranean sea, is still quite large and currently houses an exploratory outpost. Every three hours, for one-hour intervals, the large cavern floor serves as a practice field for 2d20 drow warriors. (Refer to area 7 for drow warrior stats.) The radiance from the fungi high above is too dim to bother the light-sensitive drow.

9. Stockade

Dark elf vigilance has netted 2d8 over-curious dwarf miners who are now incarcerated in this open pen surrounded by a fence built of hardened fungi stems. (Refer to area 1 under the founding geomorph description for dwarf miner stats.) The dark elves have not actually decided what to do with the prisoners, but in the meantime, 1d10 drow warriors have been left here to guard them. (Refer to area 7 for drow warrior stats.) If released, the dwarves hurry back to their mine in order to warn of the potential dark elf incursion.

10. Drow Base Camp

This single-story stone structure was raised quickly with the aid of drow magic. It serves as a defensible redoubt in case they stir up trouble in exploring the higher tunnels or the nearby sunless sea. As such, the stone doors normally remain closed and locked, guarded by 2 drow warriors (described in area 7). The wardens allow access to all drow that attempt passage, but they sound an alarm on their bone whistles if any strangers attempt to force entry.

Within the structure, the corners hold a jumbled pile of sleeping pads and stacks of provisions (including skins of dark nectar, bread, and hardtack). In addition, 3d6 off-duty drow warriors and 1d4 off-duty drow lieutenants stand, lean, or sprawl upon the moss-lined stones of the chamber floor. (Refer to area 7 for their stats.) All of the drow that sleep in this chamber are male; the higher caste females reside in the shrine (area 12).

11. Strong Room

To explore this chamber, delvers must first find the secret door in area 10, and then bypass the trap on the interior door. The second door leading to the artificial room is trapped with poison gas (requiring all within a 10-foot radius to make a successful saving throw vs. poison or suffer 3d10 points of damage).

The room itself contains the booty gathered by the drow exploratory force in its progress to date. The booty (as appropriate to your campaign) includes money, magical items not already handed out amongst the drow, and any items taken from defeated foes or prisoners.

12. Shrine

This cavern was chosen to house a mobile shrine dedicated to the dark elves' patron goddess. The shrine is composed of hollowed stone sections, and when assembled, it stands some 15-feet high and depicts a loathsome female seemingly caught halfway between drow and spider form. All nondrow viewing the unsettling image must make successful Wisdom checks or suffer –1 (or –5%) penalties on all actions and saves while in the presence of the shrine and for 10 turns after leaving the chamber.

Besides the shrine, the rocky cavern holds 1d3 drow priestesses chosen to lead this expedition. A long stone table contains maps of the expedition's progress from a distant dark elf city. The white space past the bounds of

the sunless sea indicates that the drow have yet to venture far across its roiling surface. Holy texts (written in the drow tongue) and a few priest scrolls also lie scattered across the table.

The drow priestesses hold a daily ceremony (attended by the off-duty drow); otherwise, they can be found in this chamber adding details to the map, discussing theology, or debating the next move of the expedition. Needless to say, the priestesses are more than capable of defending themselves in the event of an attack by infidels.

Drow Priestess, F7/P8 (1d3): AC 2; MV 12; hp 56 each; THAC0 8 (*mace* +2); #AT 3/2; Dmg 1d6+2 (*mace* +2); SA spells; SD +2 on saves vs. spells; SW light; MR 66%; SZ M (5′ tall); ML elite (14); Int high (14); AL CE; XP 1,400 each.

Notes: Drow possess 120′ infravision. Drow priestesses can cast each of the following spells 1/day: *clairvoyance, dancing lights, darkness, detect lie, detect magic, dispel magic, faerie fire, levitate, know alignment,* and *suggestion.* A dark elf can be surprised only on a roll of 1 on 1d10.

Drow in bright light suffer a –2 penalty to Dexterity scores, saving throws, and attack rolls. Those who stand in bright light while being attacked by drow gain a +2 bonus to saving throws, while the drow attackers are at a cumulative –1 penalty to attack rolls.

Spells (3/3/3/2): 1st—*cure light wounds (x3);* 2nd—*augury, charm person or mammal, hold person;* 3rd—*animate dead, continual darkness, dispel magic;* 4th—*cure serious wounds, neutralize poison.*

13. Boathouse & Pier

This newly-constructed boathouse contains the tools and materials (hardened fungi stems, glue, iron nails, saws, and hammers) that the drow are using to assemble a large barge with which they expect to explore the surface of the sunless sea. (If you choose, the dark elves could have completed their boat-building project. In this case, the barge is tied at the pier.)

Weik, em F7/M7: AC 2; MV 12; hp 41; THAC0 12 (*long sword* +2); #AT 3/2; Dmg 1d8+2 (*long sword* +2) or hand crossbow (1d3 + poison); SA spells; SD +2 on saves vs. spells; SW light; MR 64%; SZ M (5′ tall); ML elite (14); Int high (14); AL CE; XP 975.

Notes: Drow possess 120′ infravision. The drow mage can cast *dancing lights, detect magic, faerie fire, levitate, know alignment,* and *darkness* 1/day. A dark elf can be surprised only on a roll of 1 on 1d10.

Drow in bright light suffer a –2 penalty to Dexterity scores, saving throws, and attack rolls. Those who stand in bright light while being attacked by drow gain a +2 bonus to saving throws, while the drow attackers are at a cumulative –1 penalty to attack rolls.

Spells (4/3/2/1): 1st—*change self, charm person*, comprehend languages, detect magic, identify, magic missile*, read magic, shield*, spider climb, taunt*, unseen servant;* 2nd—*alter self, darkness 15′ radius, detect invisibility, ESP*, invisibility*, knock, levitate, Melf's acid arrow, shatter, stinking cloud*;* 3rd—*dispel magic, feign death, fireball*, invisibility 10′ radius, phantom steed, water breathing*;* 4th—*fear, fumble*, minor creation, polymorph self, stoneskin.*

*Indicates spells usually memorized.

In charge of the project is Weik, a dark-elf mage of many interests and talents. Assisting Weik is a workforce of 2d4 drow warriors. (Refer to area 7 for drow warrior stats.) Weik hopes to magically grant the boat the power to travel underwater, plumbing the aquatic depths of the sunless sea.

14. Sunless Sea

While not the Sunless Sea on Oerth (though it could be if you so choose), this subterranean body of water is truly vast and deep. The portion shown on the focus geomorph is only a very small portion of the totality of the unmapped ocean, a large portion of which extends downward. Though the sea is too large to fully catalogue in the space permitted here, you can be sure that these waters contain a variety of strange and dangerous life forms, such as kua-toa, dragon-turtles, and probably some never-before-seen races that live in aquatic kingdoms deep in the frigid depths. The opportunity to expand and develop these waters into a full-blown scenario is significant.

Part Eleven: Ruin/Tomb

If any of the creatures presented in this section do not fit in your campaign, feel free to treat them as mere space holders and insert a more appropriate race.

Crumbled Ruins

Fair city of Aganon, where are you now? Centuries ago, you were known as the Jewel of the East, and all sought your gates. Now, nothing but tumbled walls and ruination greets a traveler's eye. To those with the knowledge to seek, sections of the city exist still, buried in ruined splendor below the earth. Those that yearn to know Aganon can wend through these broken, subterranean passages, but they must keep constant vigilance against the creatures that now dwell in those passages. Of more concern to the seeker, however, are those former Aganonians, once interred in the city tombs, but now haunting the shadows in unrequited vengeance for the city's demise.

Ruin/Tomb Founding Geomorph

Often, structures that fall into ruin are still suitable for habitation by baser races of humanoids and monsters, which is exactly what happened in the case of the ancient city of Aganon. Of old, Aganon served as a model of how magical progress can help the economy, but in the end, the city served better as an example of the dangers of over-reliance upon mystical energies.

A tribe of goblinoids has taken up residence within many of the upper portions of Aganon. At first, the ruins seemed an opportune place to build a community, but as the goblin activity increased, so too did the disturbing activity beneath the city. Not desiring to stir up more trouble than what they could handle, the new residents of Aganon limited their explorations to the lands surrounding Aganon, moving to banditry instead of looting as they had originally planned.

Of course, goblins are not the only dangerous beings that have come to live in the empty buildings of Aganon. Natural and supernatural creatures of all types now lair in the extensive upper ruins. Nests, burrows, and lairs can be found all over the upper levels, and insects of all sizes swarm the lower subterranean ruins in icky multitudes. Generally, the goblins steer clear of at least the larger and more dangerous creatures. Unless feeling particularly belligerent, the monsters leave the goblins alone as well, content to hunt farther afield.

1. Foyer

Because this overall structure houses the primary colony of goblins that now live in the ruins of Aganon, this chamber serves as the first line of defense against any possible incursion. They guard against other creatures that live or haunt the ruins and possible vigilante justice brought to bear by nearby human villages in retaliation for constant goblin banditry.

A force of goblins, bugbears, and worgs take turns guarding here. If a melee with an attacking force goes on longer than 10 rounds, 1d6 goblins begin to arrive from area 2 each round for every round the melee continues or until every goblin from that area has moved into this room.

Goblin (8): AC 6; MV 6; HD 1-1; hp 4 each; THAC0 20; #AT 1; Dmg 1d6 (by weapon); SZ S (4′ tall); ML avg (10); Int avg (8); AL LE; XP 35 each.

Bugbear (6): AC 5; MV 9; HD 3+1; hp 18 each; THAC0 17; #AT 1; Dmg 2d8+2 (or by weapon); SA –3 to foes' surprise rolls; SZ L (7′ tall); ML steady (11); Int low (7); AL CE; XP 120 each.

Worg (12): AC 6; MV 18; HD 3+3; hp 21 each; THAC0 17; #AT 1; Dmg 2d4 (bite); SZ M (4'–7' long); ML steady (11); Int low (5); AL NE; XP 120 each.

2. Accommodations

This chamber was possibly once a courtyard, but the depredations of time have collapsed the surrounding upper stories and created a thick roof of debris over this wide space. A continual rain of fine detritus threatens to fill in the room entirely, but the new goblin tenants make an effort to clear out the largest of the debris. They have also gone to some lengths to prop up the weaker sections of the ceiling with stout wooden poles and iron beams.

The space serves as the main living space of the bulk of the Urshanai goblin tribe. Each family group has its own "nest" composed of cooking pits, several bags of loot, extra clothing, and excessive garbage. In all, 106 adult goblins live here (both male and female), as well as some 35 goblin children (noncombatants). The stats for the adults match those presented in area 1.

Two rooms flank the courtyard, each containing spiral stairs leading down into darkness. Often, strange winds, unfamiliar scents, and haunting sounds emanate from the stairs. (These stairs serve as perfect links to any of the ruin/tomb or other geomorphs.) Because of the possible danger, two family groups of bugbears (five in each, with the same stats as those in area 1) have been persuaded to inhabit the rooms with the stairwells. This gives them "private" chambers, but also allows them to keep a wary eye over these unsecured entrances to the main goblin colony.

In the center of the area, a large stone basin was recently unearthed by the goblins. They have ignored it, however, since failing to translate the writing inscribed on its outer rim. Those with knowledge of ancient elvish tongues recognize that the message reads, "This is the Fountain of Aganon. Quench your thirst and revitalize your spirit in these enchanted waters!" Unfortunately, the fountain is dry. Any enchantment is once possessed has long since fled.

3. Worg Kennels

Many crude goblin clans seem to have a natural talent for raising worgs. The Urshanai clan is no different; it has kept a kennel of these creatures for many generations.

The kennel master Leerhoi actually sleeps with the brutes, having no fear of their savage ways. He has cared for the current dam and stud (Mishka and Sweet William) since they were kits and treats them like pets. In fact, Leerhoi feeds the alpha worgs nothing but halfling liver and tender elf flesh, and the two animals have grown large, strong, and savage under such lavish care.

Besides Leerhoi, 36 adult worgs dwell in this room. (Leerhoi possesses the stats of a bugbear. Both bugbear and worg stats can be found in area 1.) Mishka and Sweet William, the alpha worgs, possess somewhat enhanced stats, as shown below.

Miskha and Sweet William (Alpha Worgs): AC 3; MV 18; HD 8+8; hp 56, 50; THAC0 11; #AT 3; Dmg 1d8/1d8/1d10 (claw/claw/bite); SZ L (7' long); ML steady (11); Int avg (8); AL NE; XP 975 each.

4. Guard Post

A small honor guard of bugbears and worgs are stationed here to limit access to the goblin chief's quarters (area 5). There are 6 bugbears and 6 worgs in this chamber (whose stats are identical to those presented in area 1).

5. Chief's Quarters

Being the most important goblin of the Urshanai clan, Chieftain Ahra reserves the least dilapidated room within the current ruin as her domicile and audience chamber. Ahra squats upon a pile of skulls rumored to be the heads of those lesser goblins that tried to take her place. In her left hand she holds *Elfhewer,* and upon her head she wears the *Eye of Aganon,* salvaged from ruins. Attendant upon Ahra's commands and whims are four bugbears.

Normally, Ahra hears the grievances of her subjects only once per month. Otherwise, Ahra is likely out leading a team of 12 goblins, 12 worgs, and 6 bugbears in one of her many salvage operations in the lower catacombs. She hopes to soon acquire more magical items to add to her collection.

Bugbear (4): AC 5; MV 9; HD 3+1; hp 18 each; THAC0 17; #AT 1; Dmg 2d8+2 (or by weapon); SA –3 to foes' surprise rolls; SZ L (7' tall); ML steady (11); Int avg (8); AL CE; XP 120 each.

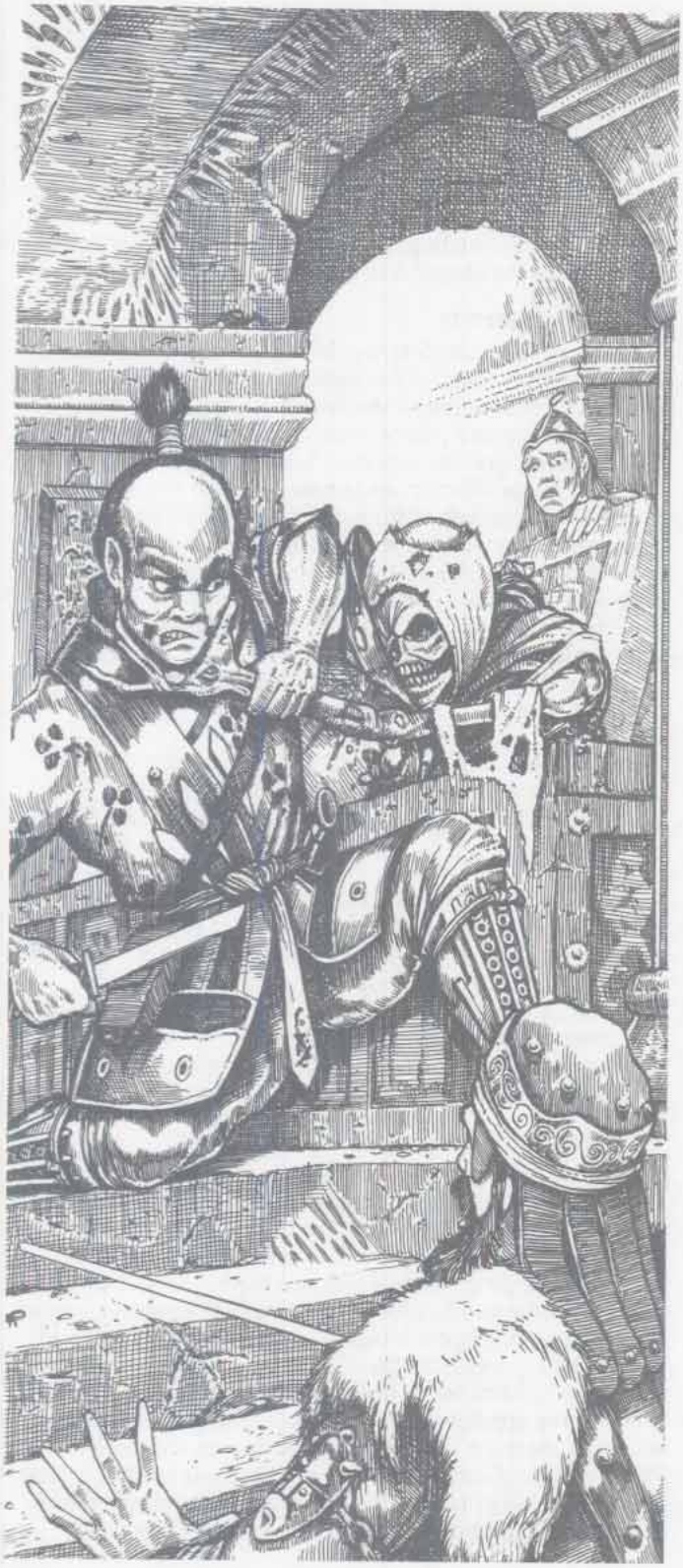
Ahra, Goblin Chieftain, F10: AC 2; MV 12; HD 10; hp 80; THAC0 11 (10 or 8 with *Elfhewer*); #AT 2; Dmg 1d8+1 (1d8+3 with *Elfhewer*); SA –3 to foes' surprise rolls; SZ L (7' tall); ML steady (11); Int very (12); AL CE; XP 2,000.

Special Equipment: Elfhewer (battle axe +1, +3 vs. elves and farie creatures), the *Eye of Aganon* (a crown with a central diamond gemstone that allows the wearer to cast a clairvoyance spell once per day as a 12th-level wizard).

6. Looted Treasury

This reinforced chamber obviously once guarded something very important, judging by the thickness of the walls (which are three feet thick). A massive iron alloy door checks passage into this chamber, and it is likely that an elaborate trapping mechanism once further served to deter thieves. As the goblin's luck would have it, however, some tomb raider long ago managed to penetrate this vault and take whatever treasures once lay here.

Currently, Ahra keeps her treasure of copper and silver (in amounts appropriate to your scenario) in this chamber, although the main door stands rusted open and useless. While no one guards this room, she has installed a trap that is rigged to fall upon any that investigate the messy pile of coins in the center of the floor. If the trap is triggered,



everyone within the room takes 4d6 points of damage as a portion of the ceiling caves in. Anyone within five feet of the door can attempt a saving throw vs. paralyzation to escape unharmed into the outer hallway before the trap comes down. Once the ceiling section has collapsed, it is an easy enough matter to dig through the extra debris to access the scattered coins.

7. Undiscovered Legacy

Beyond a secret door undiscovered by Ahra and her goblin looters lies the legacy of ancient Aganon. This small room remains uncollapsed, and its smooth, dark blue marble walls remain relatively unmarred by the passage of time. Upon a pedestal in the center of the chamber is an urn containing the ashes of an ancient sorcerer. The runes upon the urn name its cremated occupant as "Dalagastar."

Removing the urn from the pedestal triggers a powerful magical trap. As soon as the urn is moved, a blue beam of energy falls from the ceiling, initiating a series of magical spells. The energy first channels a type of *charm* spell; the would-be thief must make a successful saving throw vs. spell or immediately put the urn back on its pedestal. If the handler bypasses this effect or makes a successful saving throw, a second spell is cast the following round; the handler must either make a successful saving throw vs. spell with a –4 penalty or put the urn back on the pedestal and then run in fear from the room for 10 full turns. If the character bypasses this second effect, then a third spell is channeled the following round; the delver must make a third successful saving throw, this time with a –6 penalty, or return the urn to its resting place and then guard the urn and room against all future intrusion! If the thief still manages to take the urn, a ghost (as presented in the MONSTROUS MANUAL tome) rises from the ashes in 1d4 hours. It attempts to cast *magic jar* on whoever carries the urn, hoping to return the urn to its pedestal.

Those who forsake the study of the urn and instead focus on the pedestal may find a secret compartment with a successful find secret doors roll. Within the compartment is Dalagastar's *ring of elemental command*.

Ruin/Tomb Focus Geomorph

When Aganon (or a city more appropriate to your campaign) still thrived, it boasted a large population and covered large tracts of land. Rather than burying their deceased in surface plots, the Aganonians interred their dead below the city in extensive catacombs and tombways. Whenever subterranean graves and crypts began to fill, the Aganonians had yet more sub-levels delved. In time, the tombs became truly massive. It was indeed a strange discovery for the Aganonians when their delvings broke into the ancient tombs of another, prehistoric race. After some initial fright, explorers soon reported that

nothing but dust and faded engravings were contained within the lowest levels. Further, the discovery of the old levels provided much needed additional space for Aganon's dead. . . .

With the fall of the city, additions to the undertombs obviously came to a standstill. However, residual destructive energies from the aforementioned disaster slowly saturated the lowest tomb levels. After many hundreds of years, the fading energies eventually entered the older tombs and awakened something from its undead slumber.

The presence calls itself Born. With its ancient knowledge of magic, Born is slowly utilizing the thousands of dead bodies resident in the surrounding tombs to create an empire of the dead, over which it rules with a bony fist.

8. Crypts

Like many other crypts down here, those shown on this geomorph consist of unwieldy blocks of crumbling damp rock that form long, narrow, arched corridors with small crypts on either side at fairly even intervals. A slick condensation coats most surfaces down here.

For the most part, these crypts consist of an alcove with a stone bier, on top of which resides either an urn or a sarcophagus. If the crypt contains an urn (filled with the cremated remains of the deceased), a small chest should sit nearby, holding the personal possessions of the departed. When a stone sarcophagus is present, the name of the deceased is often engraved upon its surface. Removing the lid of the stone sarcophagus requires a great deal of effort, but they often contain valuable trinkets or preserved personal items alongside the bones and dust of the former owner.

8a. Thavid the Namer

This bier holds an urn and an iron chest. The urn is engraved with the words, "Thavid the Namer." The chest is locked and trapped with type-N poison, and it contains a magical lyre called, appropriately enough, *Namer.* The instrument functions normally, but it also allows the owner to cast an *identify* spell once per day.

8b. Sallia of Woodcliff

This bier holds Sallia's stone sarcophagus, which is engraved with her name. Those who seek to pry open the lid are in for a rude surprise. Opening the coffin releases a puff of quiescent spores into the atmosphere in a 10-foot radius. Everyone within the radius must make a successful saving throw vs. poison or inhale a hearty portion of the spores. After one turn, the spores sprout in the moist lungs of the tomb raider. Each round thereafter, the victim must make a successful Constitution check or suffer 1 point of damage, continuing until he or she either receives a *cure disease* spell or perishes.

Sadly, Sallia's crypt holds nothing but more quiescent spores, likely to be stirred up by any energetic search.

8c. Naerold, the Unjustly Slain

The words "I'll get you all!" are engraved into the surface of the sarcophagus lying in this bier. Considerable effort (a successful Strength check with a –4 penalty) is sufficient to remove the lid, revealing a decayed, almost spectral body. The body is actually an animate revenant and has lain in this coffin for hundreds of years, awaiting the chance to slay those that killed it. Even though that corrupt jury is long dead, the long-mad revenant of Naerold cares not. Killing tomb raiders proves just as satisfying as would revenge against those that truly ended its life. Besides the revenant, the stone coffin also contains some silver and gold jewelry (of an amount appropriate to your campaign).

Naerold (Revenant): AC 10; MV 9; HD 8; hp 57; THAC0 13; #AT 1 (strangle hold); Dmg 2d8 (every round); SA gaze (save vs. spell or be paralyzed with fright), severed parts act independently; SD regenerate (3 hp/round), immune to acid, gas, turning, holy water, and religious paraphernalia; SW fire (the only ways to destroy a revenant permanently); SZ M (6′ tall); ML fanatic (20); Int avg (9); AL N; XP 3,000.

9. Pilfered Crypt

The stone door leading to this chamber lies splintered to one side. The chamber within has obviously been ransacked. Gold engravings on the many columns in the room have been pried out, and the stone sarcophagus upon on a dais in the center of the room has been smashed and violated. Only bone fragments and tatters of gold-embroidered tapestries remain to indicate the dignity of the person that was once interred here.

10. Oganom's Crypt

Here the great warrior-hero Oganom was interred after his savage battle with the Wyrm of Vuum. Oganom triumphed over the Wyrm, but was sadly slain in the feat. Unlike room 2, this chamber retains rich tapestries inlaid with gold thread showing Oganom as a living man (4 tapestries each worth 30 gp) and gold inlay in the many columns (worth a total of 100 gp, but it takes 24 hours to pry it all loose). The sarcophagus itself remains inviolate upon the central dais. Oganom's name is inscribed in the surface of the sarcophagus, along with the warning, "Disturb Not the Warrior."

Those who disregard this warning find a human-sized skeleton within the sarcophagus, resplendent in black chain mail and holding a two-handed sword that glows with its own light. As soon as the lid is opened, Oganom stands and kindly warns would-be despoilers away unless they wish to feel the bite of its enchanted weapon *Thanatis.* Those that comply with Oganom's request are allowed to leave in peace. Those that prove argumentative soon find themselves in melee with the animate skeletal lord.

Oganom wears *chain mail* +2 and wields *Thanatis*, a *two-handed sword* +2. While Oganom possess the stats of a warrior skeleton (as described in the MONSTROUS MANUAL tome), the creature does not possess the indicated circlet of control associated with other undead of this type.

Oganom (Skeleton, Warrior): AC 0 (*chain mail* +2); MV 6; HD 9+2; hp 72; THAC0 11 (9 with *Thanatis*); #AT 1; Dmg 1d10 +2 (*two-handed sword* +2); SA fear (foes of fewer than 5 HD automatically flee in terror), +3 bonus to attack rolls; SD cannot be turned, magical weapon to hit; MR 90%; SZ M (6' tall); ML champion (15); Int exceptional (15); AL N; XP 5,000.

11. Court of Born

In this vast underground chamber, Born has begun to assemble its undead army. Thankfully, it has been distracted by the lore contained in the dead book room (area 13), so only a relatively few creatures of unlife mill here in a deathless frenzy.

Reanimated skeletons of those once buried in surrounding chambers are the most prevalent undead within the chamber. The skeletons number in the hundreds, so the clatter of their movements fills the room with a constant death rattle. Currently, the skeletons are under orders to give way before any living intruders, then closing off the point of entry to allow the other threat within the chamber a chance to deal with the intrusion.

Within this chamber is the growing population of Born's faded children. The faded children are the horrible offspring of Born's own undead condition (see 5). For all practical purposes, they share the shadowy appearance and stats of a standard shadow (as described in the MONSTROUS MANUAL tome), though the faded children were actually seeded from Born. As such, they function as imperfect "clones" of Born, and follow its commands slavishly. Currently, the faded children monitor the hall against any unwanted intrusion, recruiting additional shadows into Born's army with the help of the skeletons. This allows them to apply their unique draining touch almost at leisure.

Skeleton (200): AC 7; MV 12; HD 1; hp 5 each; THAC0 19; #AT 1; Dmg 1d6 (by weapon); SD half damage from slashing and piercing weapons, immune to all *sleep, charm, cold, fear,* and *hold* spells; SW holy water (2d4); SZ M (6' tall); ML N/A; Int non (0); AL N; XP 65 each.

Faded Child (10): AC 7; MV 12; HD 3+3; hp 19 each; THAC0 17; #AT 1; Dmg 1d4+1 +special (touch); SA touch (drains 1d4+1 hit points plus 1 point of Strength; humanoids reduce to 0 Strength become Faded Children); SD +1 or better magical weapon to hit, immune to *sleep, charm, cold, fear* and *hold* spells, never make morale checks, cannot be turned; SZ M (6' tall); Int low (6); AL CE; XP 420 each.

12. What Rough Beast?

Through a mechanism not even completely understood by Born, residual energies from a surface magical disaster (resulting from Aganon's fall, or something more appropriate to your campaign) energized its remains, resurrecting it. Born does not remember what corporeal form it once possessed, not even its name or gender. It knows only its current form: a shadow that flickers between the silhouette of a humanoid figure and a slavering, amorphous mass. Being completely new to the world, the creature christened itself Born.

As yet, Born remains content with slowly engendering its offspring by splitting off pieces of itself and nurturing the fragments until they become full-fledged faded children (described in area 11).

In addition to rearing its "young," Born has also been animating the long dead remains of the many Aganonians interred nearby. When Born feels it has amassed a sufficiently large army of skeletons and faded children, it plans on pushing to the surface thereby significantly adding to its growing sphere of control. Already, Born has sent a few faded children to nearby surface communities to discover future routes of conquest.

The spherical room in which Born resides is covered in a mostly flattened heap of debris and filth. It is within this squalor that Born comes to rest from its exertions of learning and engendering, and can thus be found here 33% of the time. If you choose, several small treasures and magical items gleaned from the surrounding tombs may be mixed in with the pile; however, Born uses any useful magical items it finds.

Born: AC 0; MV 14; HD 12+3; hp 99; THAC0 8; #AT 1; Dmg 5d4+3 (touch); SA touch (also drains 2d4 points of Strength, humanoids reduced to 0 Strength become faded children), animate (skeleton, 1/day), regenerate (1 hp/round); SD dimension door (to any location within 1 mile, 2/day), +3 or better magical weapon to hit, immune to *sleep, charm, cold, fear* and *hold* spells; MR 65%; SZ M (6' tall); ML steady (11); Int high (14); AL CE; XP 13,000.

13. Dead Book Room

Years of theft and pilfering among the tombs and ruined libraries of ancient Aganonian mages have produced a passable library of some 100 volumes for Born's private use. Most of the books deal with philosophies of necromancy and esoteric knowledge that only a wizard would understand, and these sources are slowly expanding Born's knowledge and power in the necromantic arts. The books located herein each have a value of 4d6+6 gp, but any mage with aspirations towards necromancy might also find the information within extremely useful.

Part Twelve: Underwater

If the reef giants and krakens presented in this section do not fit in your campaign, feel free to treat them as mere space holders and insert a more appropriate underwater race.

Beneath the Sea

Can any city compare to Stormport? Nestled at the sea's edge, the city partakes in a ferocious pearl trade through the efforts of the diver's guild, which in turn supplements the prizes won from the Drowned City by the salvager's guild. Furthermore, Stormport is flush with luxuries only a harbor city can bring: nephelium ore brought overland by dwarvish caravan, rare Juluda pelts from the barbarous nations to the south, winter spices shipped from the northern Grim Steppes, and enchanted toys and weapons shipped from Far Moran by elven galleon. On occasion, ships from the Plunder Isles put in at Stormport, ferociously trading the fruit of their ill-gotten gains for wine and debauchery.

Nearby, Giant's Atoll hosts a community of reef giants. Only in Stormport bazaars are reef giants seen trading their peculiar wares (seafood of all types, esoteric equipment, and pearls), though sometimes competition for prime pearling beds and salvage territory in the Drowned City sets off deadly skirmishes. However, just when it seemed that real hostility was imminent, evidence surfaced concerning an evil undersea empire growing like a red tide.

Ixitxachital, marine trolls, and a greater, secret power jeopardized both groups alike. Trade with distant nations fell, pearling beds were despoiled, and dark threats began to inhabit sections of the Drowned City that were deemed safe only months earlier; soon enough, relations between Stormport and Giant's Atoll resumed. Still, many wonder if even this alliance is enough to stop the watery machinations of a menace bent on the complete domination of the sea.

Underwater Founding Geomorph

The underwater founding geomorph is actually a large cross section of a "universal" coastal area, possibly attached to an island or on the edge of a large continent. Basically, the numbered encounter areas below describe some broad categories that may be associated with the interface between land and sea, as well as the interactions between land-based and sea-going organisms.

1. The Land

As mentioned above, this landmass can be either island or continent, home to either civilized nations or barbaric tribes of demihumans—whatever best suits your scenario. Further, the climate might range from lush tropical to arid desert, or anything in between. In harsher climates, inhabitants upon the land often dependent on the sea for their food; still, almost any advanced civilization near the sea takes advantage of its bounty of fish and other natural resources (possibly encroaching upon the territories of sea-adapted races).

2. Fishing Community

This generic community may be as small as a village or as large as a major port city, depending upon the requirements of your campaign. This entry is purposely vague so that you can insert a city of your liking here. If small, the utilization of the surrounding waters for fishing and pearling is likely minimal, with only a small fleet of primitive fishing craft on the shore. If larger, the impact on the surrounding sea could be significant, especially if the community engages a fleet of trawlers, diving guilds, and salvage guilds.

With a community of any size also comes the opportunity to trade with cultures from distant coasts and far inland. Port cities serve as great cultural mixing pots, as well as fantastic environments to make quick money. Of course, wherever you can find money, you can find a certain criminal element hoping to leach off the success of the wealthy. In a coastal community, this includes the possibility of pirate raids.

3. River Mouth

A large river pours its gathered volume into the sea here, creating a nutrient rich area where sea life is abundant and fishing is always good. As such, fishermen from the nearby community stake out water here whenever possible.

Sharks and other predators also feed where concentrations of prey are naturally larger. Thus, these waters could prove quite dangerous to the occasional "man overboard" and to any divers that may attempt to pearl in the rich beds located in the coral reef. Generally speaking, every time a surface dweller enters the water in this area, there is a 35% chance that a group of 1d4 sharks notices and closes in for lunch. Additionally, for every turn divers remain in the water in this area, there is another 20% chance that an additional 1d4 sharks show up.

Sharks (2d20): AC 6; MV Sw 24; HD 7; hp 27 each; THAC0 13; #AT 1; Dmg 3d4 (bite); SZ L (10' long); ML avg (10); Int non (0); AL N; XP 420 each.

4. Drowned City

A forgotten cataclysm (or possibly just the steady entropy of time) long ago drowned an ancient community here in the salty depths. These ruins alone could qualify as an extensive dungeon setting; divers, gleaners, and deep-sea salvagers from the nearby fishing community may periodically enter these watery spaces for fun and profit.

Feel free to substitute a drowned ruin of your choice here, or refer to the descriptions under the ruin/tomb geomorph entries on page 56. It is a simple matter to substitute water for air, and add in a race of underwater creatures (such as locathah or kua-toa). In the same way, the ruin/tomb focus geomorph could be incorporated in the underwater setting, either as an air-filled, watertight area as yet unbreached by the sea, or as drowned tombs where the dead walk regardless of their watery surroundings.

5. Sea Caves

Natural caverns leading into water-drowned caves open up randomly from sea floor and continental shelves. The underwater geomorphs prove ideal for building an extended series of drowned sea caves; as always, substitution of other geomorphs for sea caves also works quite well.

Besides leading to extensive underwater dungeon settings, exceptionally deep sea caves can also be the lair of a large, dangerous sea creature that likes having quick access to the open sea. Those who venture too near such an opening are likely to draw forth the creature in question.

6. Reef Giant Community

These water giants maintain a community built half above and half below the waves on a coral reef. Again, the amount of possible material that could be presented here is quite large, and thus constraints of space allow for descriptions of only a few of the general features. If desired, the castle geomorphs could easily be substituted for the portion of the reef giant community that is above water, making adaptations for scale and inhabitants.

The sections of the reef giant community that lie below the water line primarily contain fish hatcheries and pearl gardens. Within the fish hatcheries, populations of fish are kept to supply the giants with both food and natural byproducts for economic use. The pearl gardens provide the giants with a currency that they can use within their own community, as well as with other sea and land races.

The proximity of the fishing community in area 2 provides the possibility of interaction between two races, which might be amicable or warlike, depending on what situation best fits your adventure.

Reef Giant: AC 0 (–4 when wearing noble armor); MV 15, Sw 12; HD 18; hp 72 each; THAC0 5; #AT 1; Dmg 1d10 or 2d10+10 (giant trident); SA throw boulders (350 yards above water, inflicts 3d10 points of damage), whirlpool (spinning in place in the water causes all creatures within 10 yards to make Strength check, success indicating 2d8 points of damage, failure indicating an additional 2d10 points of battering and drowning damage); SD immune to water-based attacks; SZ H (16' tall); ML fanatic (17); Int very (12); AL NG; XP 13,000 each.

Underwater Focus Geomorph

The underwater focus geomorph obviously exists far below the surface of a large lake, sea, or ocean. This geomorph encompasses a drowned ruin that now serves as the seat of an evil kraken's watery empire. As ever, you are free to use all some, or none of the particulars of the following encounter areas, skewing the story in a way that best suits your own campaign.

7. The Approach

Ancient salt-rimed columns announce the presence of a prehistoric sunken city mostly destroyed in an unknown cataclysm. The portion that remains here, offering entrance to a portion of still serviceable chambers and the sea caves beyond, has been chosen by a kraken to serve as its base of operations.

In the outer open sea, the monstrous kraken controls a large region of the underwater world, an evil marine empire consisting of many disparate underwater races, including both the ixitxatchitl and many large tribes of marine trolls. The only thing keeping the bounds of the kraken's empire in check are the reef giants described in the founding geomorph (or some other powerful underwater race, if you are not using that geomorph), who just happen to claim a large portion of the remaining territory. Thus, a territorial war of extreme volatility is shaping up.

Guarding this final entry to the kraken's seat of power are six saltwater trolls (also called marine scrags). These trolls are vicious fighters, able to put down most assaults by themselves. Even those threats they cannot handle are taken care of by the eight kraken tentacles (described under the "Squid, Giant" entry in the MONSTROUS MANUAL tome) that extend from the next room and lie along the floor. When quiescent, the tentacles look almost like ridges along the floor and may be overlooked by invaders, at least until they rise up to aid the trolls. At its discretion, the kraken may drag constricted invaders through the portal into the next room, where it can feed on the victim with its beak in leisure. See area 8 for complete stats on the kraken.

As if the trolls and tentacles are not enough, any conflict that lasts for longer than four rounds brings 1d4+4 ixitxatchitl from area 9 to aid in the defense of the ruin. The ixitxachitl arrive after 1d4 additional rounds (beyond the initial four).

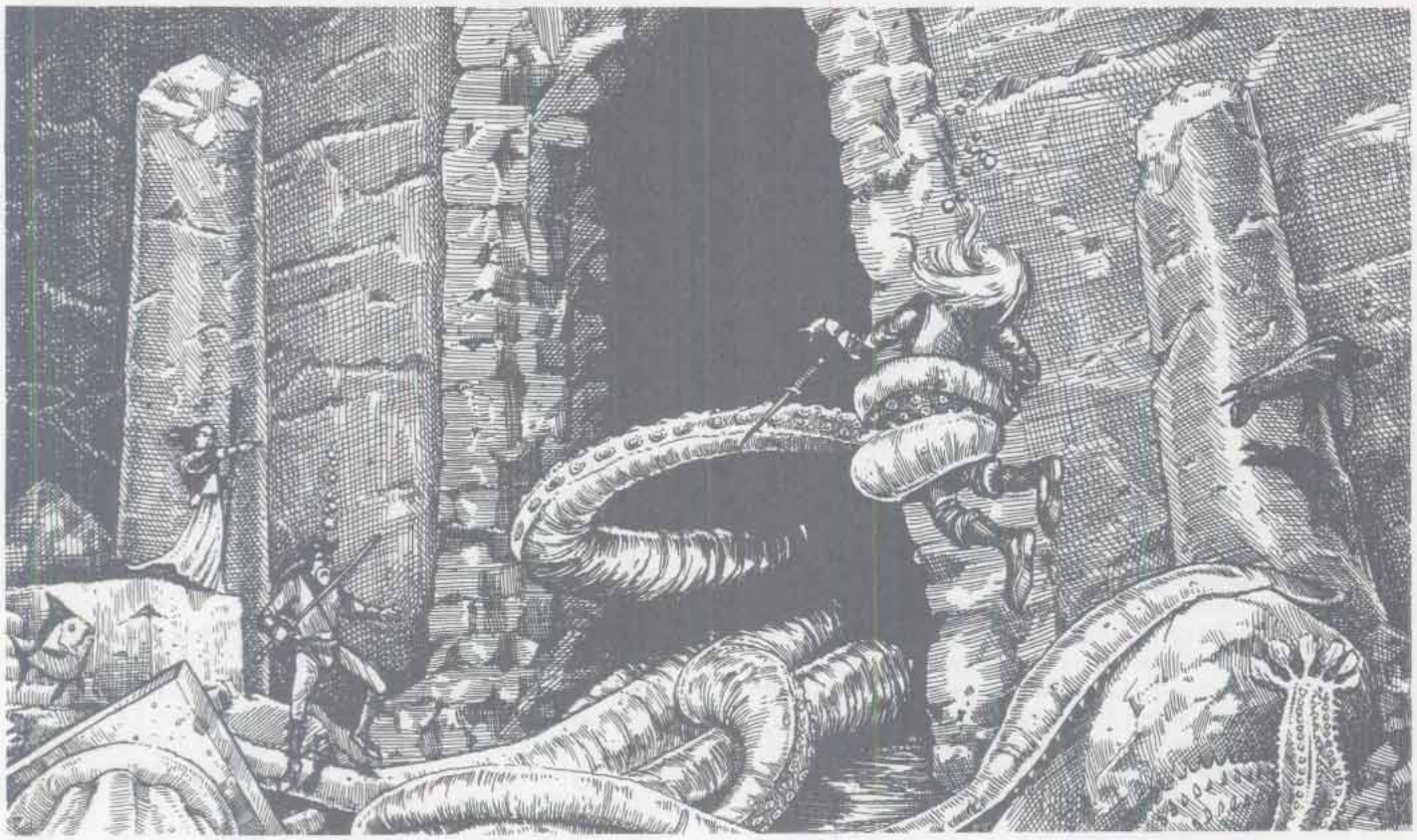
Saltwater Troll (6): AC 2; MV 3, Sw 12; HD 6+12; hp 44 each; THAC0 13; #AT 3; Dmg 1d4/1d4/1d8+8 (claw/claw/bite); SA severed limbs act independently; SD regenerate (3 hp/round in saltwater); SW acid, fire; SZ L (10' tall); ML champion (16); Int low (6); AL CE; XP 1,400 each.

8. Bed of Contention

Sprawled though most of this secret, sunken hall is the bloated body of the kraken, the ruler of this undersea kingdom. Most of its subjects never realize that a kraken rules them, and of those that do, even fewer dare to come for a personal interview.

The kraken has no given name. To its minions, it is known as Master. To those few in the outer seas that know of its existence, it is simply the Kraken. Deep down, however, the kraken fancies the name Bob.

The kraken desires to one day rule the entire sea bottom. Its best weapon is its secret existence, so it uses other races and powerful beings as puppets to further its own designs. Just now, its designs of expansion remain thwarted by the powerful reef giants, so it ponders for



many hours each day on designs of murder and death for the recalcitrant giants.

The kraken savagely attempts to slay any foreign entity or group that comes upon it unannounced here in its final sanctum. In any such struggle, all remaining ixitxachitl (in area 9) and the trolls (in room 5) come to the kraken's aid after 1d4 rounds.

Although the kraken has no personal use for treasure and paltry magical items, it does find the accumulation of treasure very useful in advancing its designs. Thus, those who search through the debris in the rear of this hall likely find the kraken's hoard. The hoard is large, sprinkled with a few moderate magical items (as appropriate to your campaign).

Squid, Kraken : AC 5/0; MV Sw 3, Jet 21; HD 20; hp 150; THAC0 5; #AT 9 (barbed tentacle×2/tentacle ×6/beak); Dmg 3d6 (×2)/2d6 (×6)/7d4; SA constrict, spells; SD poisonous ink, not affected by conch horn of tritons; SZ G (110' long); ML fanatic (18); Int genius (20); AL NE; XP 14,000.

Notes: The kraken's barbed tentacles do not constrict, but the 6 normal tentacles constrict victims (in additional to causing normal damage) for 3d6 points of damage for every round thereafter until the victim breaks free. A humanoid may have one arm (01–25% left or 26–50% right) no arms (51–75%) or both arms (75–100%) pinned. While held, no spells can be cast. The victim may attack the tentacles with a –3 penalty if one arm is constricted or with a –1 penalty if no arms are held. Severing a tentacle requires 18 points of damage (AC 5).

If four or more tentacles are severed, the kraken may squirt an 80' high by 80' wide by 120' long cloud of poisonous ink. Those within the cloud receive 2d4 points of damage each round. The cloud dissipates in 1d4+1 rounds.

If desired, the kraken can create airy water in a sphere 120 yards across or in a hemisphere 240 yards across.

Spells (1/round, at will): *farie fire* (for up to 8 hours), *control temperature* (in a 40-yard radius continuously), *control winds* (1/day), *weather summoning* (1/day), and *animal summoning III* (fish only, 3/day).

9. Cloister

A cloister of ixitxachitl priests resides in the sandy confines of this drowned cavern. The ixitxachitl serve the will of their evil deity (as appropriate your campaign), who in turn believes that its sphere of influence is best served by aiding the kraken in expanding its underwater realm.

Though the ixitxachitl are now servants of the kraken, the monster treats them much better than common slaves or even the scrags, as their priestly magic and insight is a valuable asset to the kraken's plans.

Normally, the daily routine of the ixitxachitl involves long daily meditations, interrupted by two or more "planning sessions" with the kraken in its chamber. In these sessions, the kraken and ixitxachitl form their long-range plans and organize special missions of spying and hostage gathering. If time allows, the ixitxachitl are also allowed out into the outer sea caves to hunt and oversee defenses. If any invading force penetrates to this chamber, they normally find 1d10+10 ixitxachitl located here (unless some have already moved to defend the kraken), ready to destroy brash intruders with their vicious bites and spells.

The ixitxachitl located here likely possess a small hoard of treasure buried in the sand, but it is only a quarter of what they would normally have (treasure type P, R, S). This is because the kraken demands the majority of booty gleaned from ixitxachitl activities for its own hoard in order to more quickly foster the growth of its empire.

Ixitxachitl, C5 (1d10+10): AC 6; MV Sw 12; HD 5+5; hp 33 each; THAC0 15; #AT 1; Dmg 3d4 (bite); SA spells; SZ M (6' finspan); ML elite (13); Int high (14); AL CE; XP 650 each.

Spells: 1st—*cause light wounds, command, cause fear;* 2nd—*charm person or mammal, enthrall, hold person;* 3rd—*bestow curse.*

10. Prison

The six chambers located immediately off this hallway serve as the kraken's prison (and sometimes larder). The kraken keeps some of the chambers imbued with a breathable atmosphere to keep surface dwellers alive. The three circular air-filled areas shown on the map each hold 1d4 waterlogged humans (of levels and ability appropriate to your campaign; otherwise treat all such captives as 0-level).

The three square chambers are used to hold captive water-breathers. Currently one of the chambers holds a reef giant captured in a recent foray. The giant is kept drugged with ixitxachitl poison so that it remains subdued. Reef giant stats appear on page 62.

There are also three ixitxachitl jailers present in the hallway at all times. The jailers' stats are identical with the ixitxachitl stats printed in area 9.

11. Aspirations

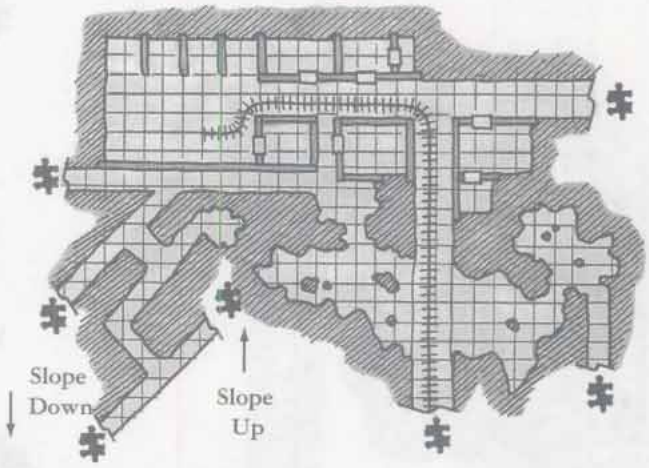
Within this dark lair of stale and oily water is one of the kraken's secret weapons. As a gift, the evil deity that the kraken serves (the same one to which the ixitxachitl are devoted) gave it a greater vampiric ixitxachitl. As described below, this creature possesses more vampiric powers than is normal for creatures of this type.

This huge creature floats freely in the center of this terrible cavern where light never penetrates (due to two permanent *darkness 15' radius* spells centered here). When called upon by the kraken, the greater vampiric ixitxachitl moves suddenly, like an evil dream, fulfilling whatever request the kraken asks of the undead monster. Otherwise, this creature does not normally stir from its sleep, unless ignorant explorers disturb it, in which case it defends its lair with deadly intent.

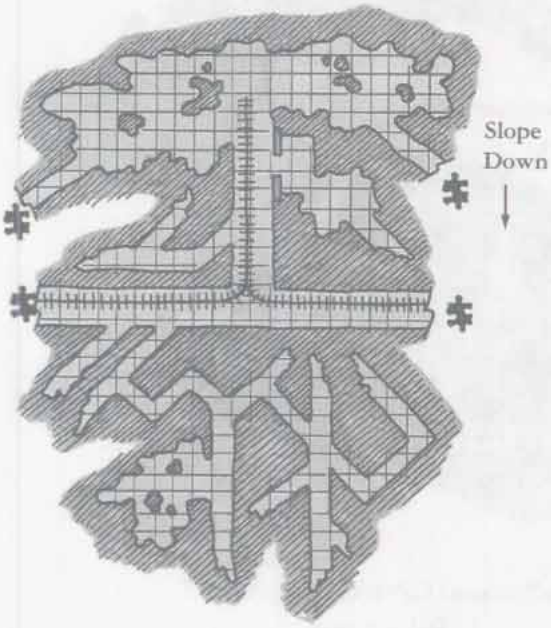
Greater Vampiric Ixitxachitl, Lesser Scion: AC 6; MV Sw 12; HD 10+10; hp 79; THAC0 11; #AT 1; Dmg 6d4 (bite); SA energy drain (bite drains 2 experience levels), regenerate (3 hp/round), +1 or better magical weapon to hit, transform into a current of icy cold water (MV Sw 24); MR 35%; SZ H (20' finspan); ML elite (13); Int high (14); AL CE; XP 8,000.

Mine/Natural Cavern Geomorph A
1 [Sq] = 5 feet

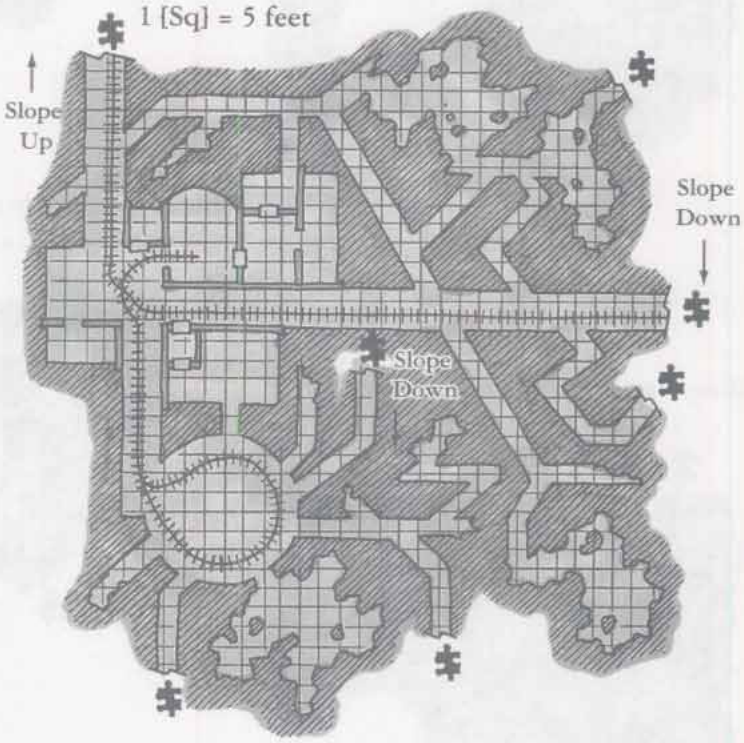
Mine/Natural Cavern Geomorph B
1 [Sq] = 5 feet



Mine/Natural Cavern Geomorph C
1 [Sq] = 5 feet



Mine/Natural Cavern Geomorph E
1 [Sq] = 5 feet



Mine/Natural Cavern Geomorph D
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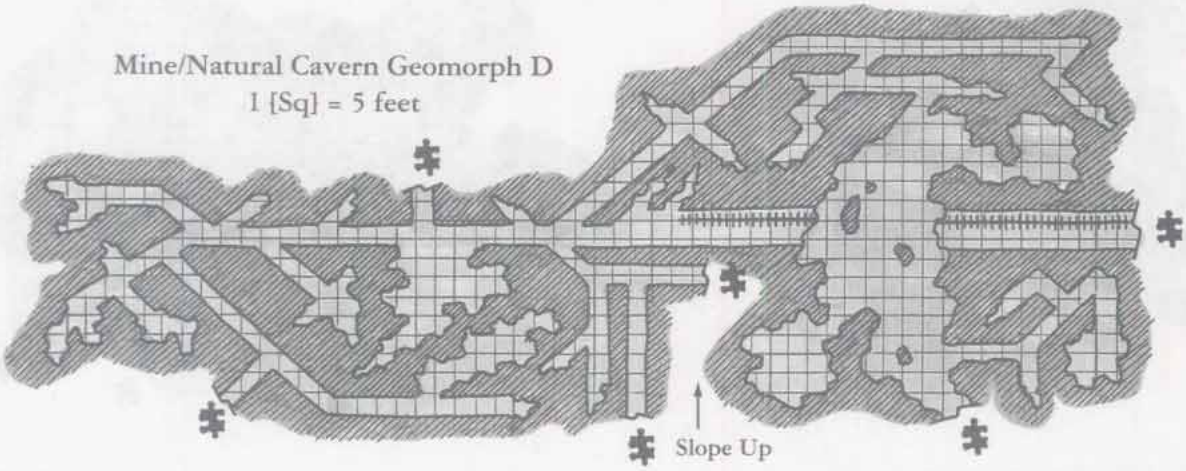

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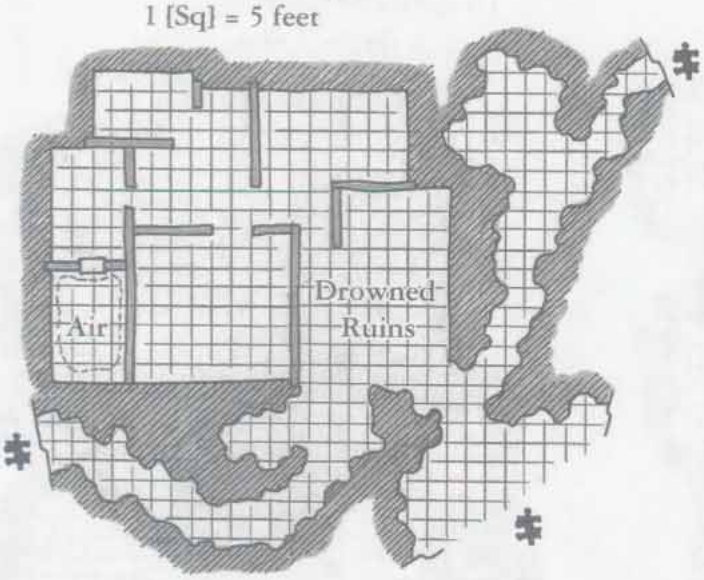
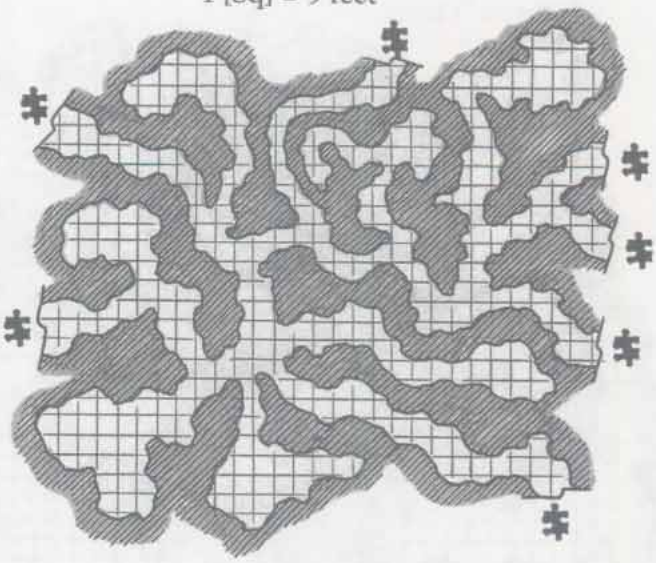
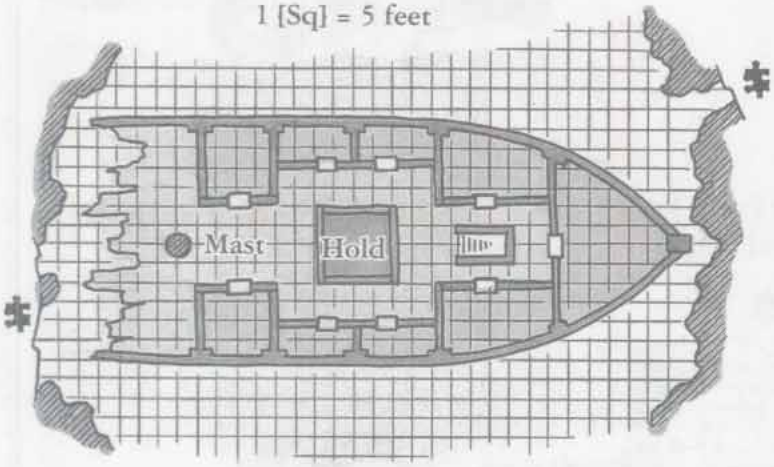
Underwater Geomorph E
1 [Sq] = 5 feet



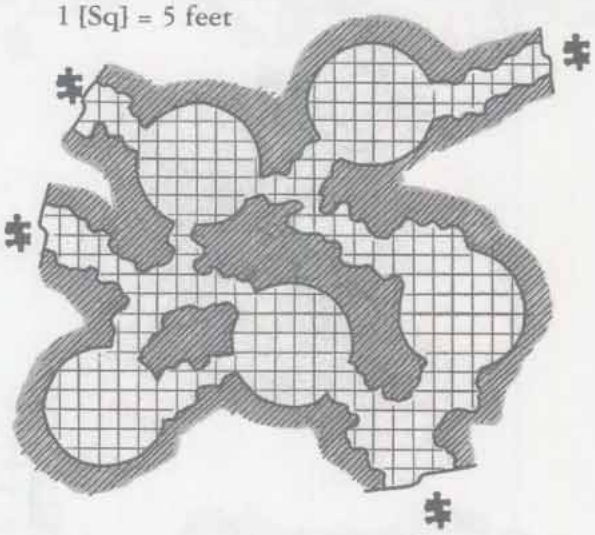
Underwater Geomorph F
1 [Sq] = 5 feet



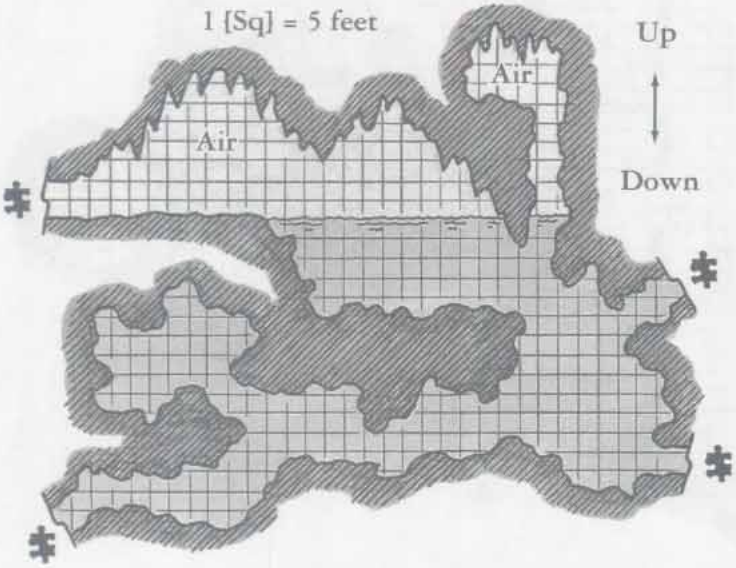
Underwater Geomorph G
Sunken Ship in Fissure
1 [Sq] = 5 feet



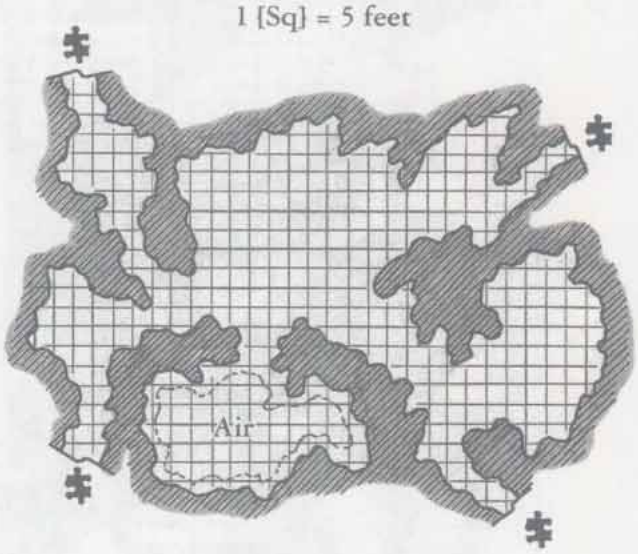
Underwater Geomorph H
1 [Sq] = 5 feet



Underwater Geomorph I
Cross Section
1 [Sq] = 5 feet



Underwater Geomorph J
1 [Sq] = 5 feet



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Mine/Natural Cavern Geomorph K
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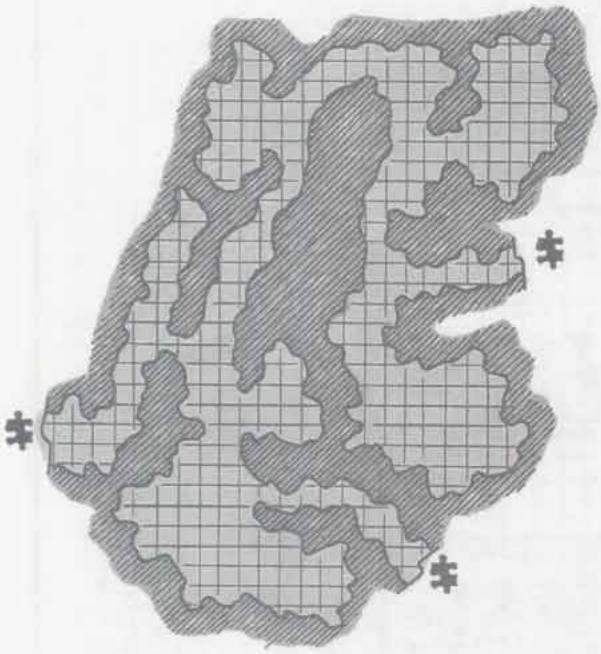

Mine/Natural Cavern Geomorph L
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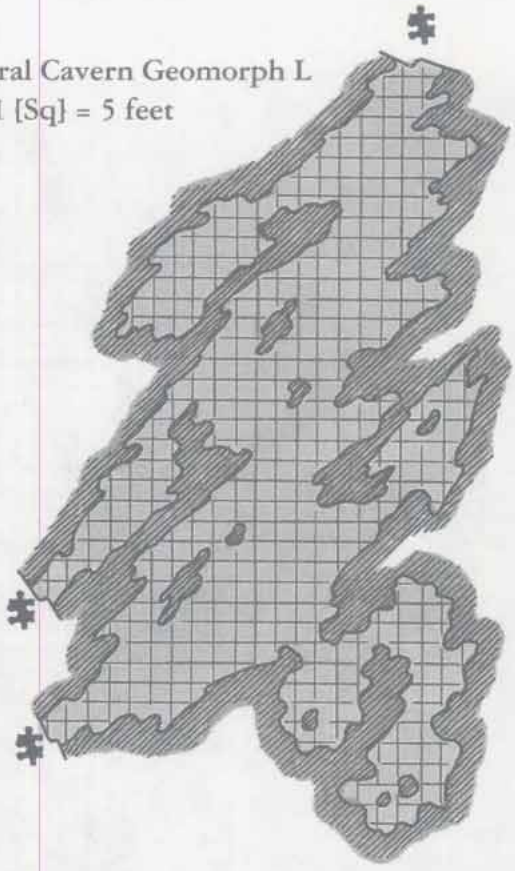
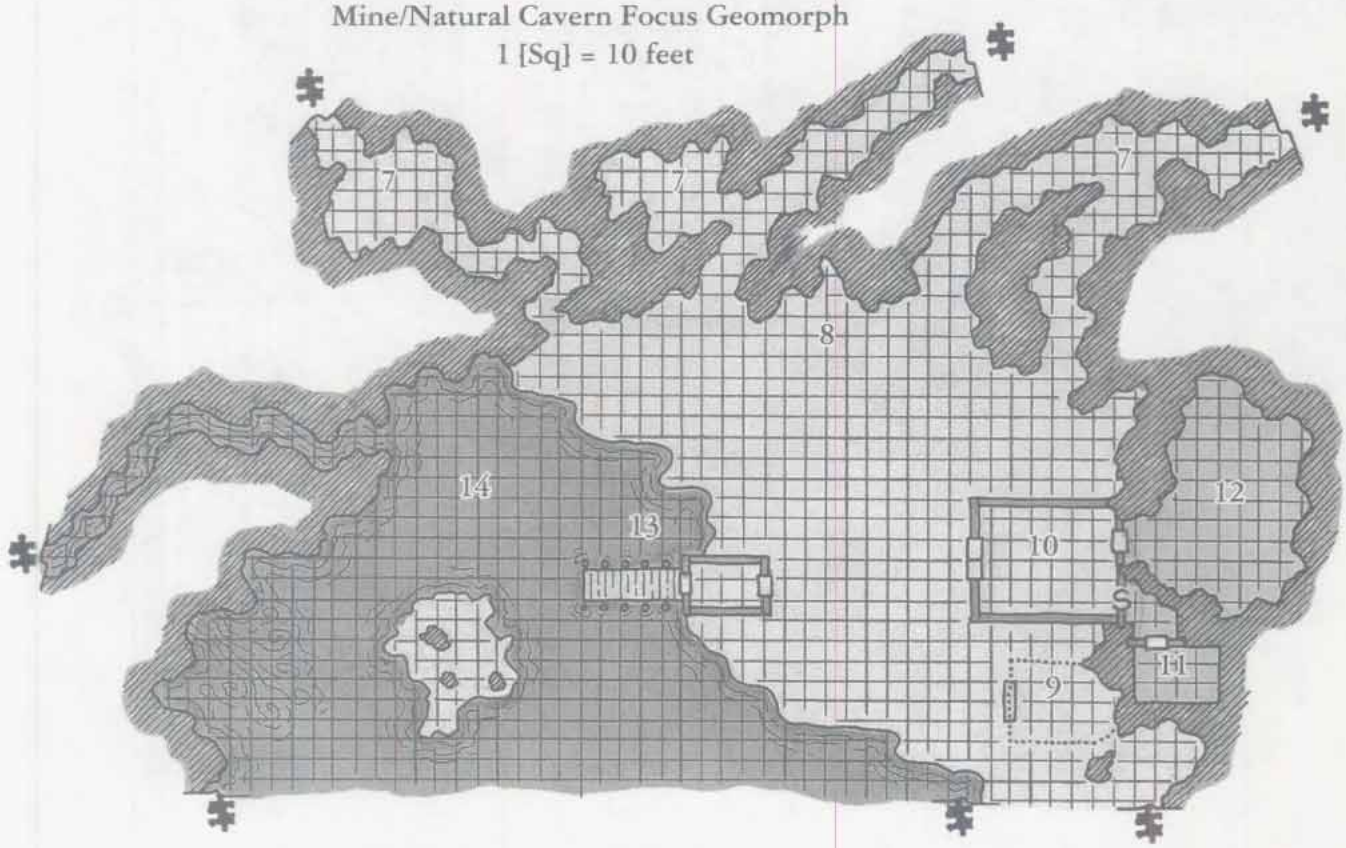


Mine/Natural Cavern Focus Geomorph
1 [Sq] = 10 feet



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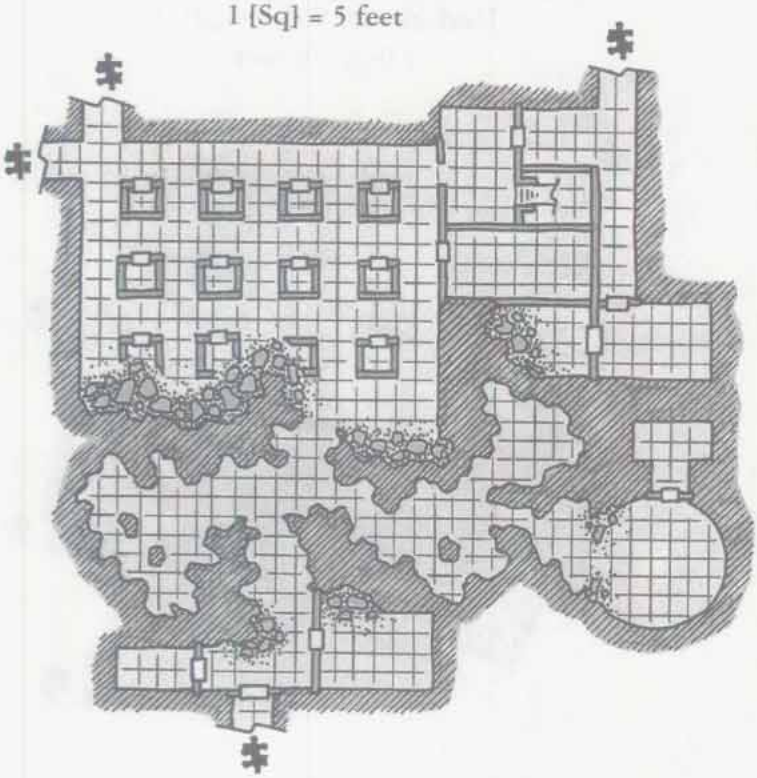
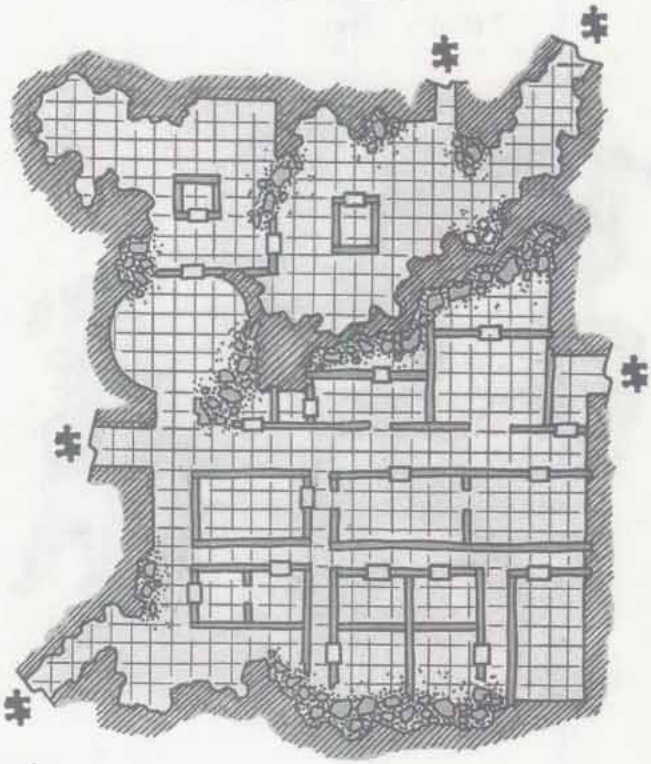
Ruin/Tomb Geomorph K
1 [Sq] = 5 feet



Ruin/Tomb Geomorph L
1 [Sq] = 5 feet



Ruin/Tomb Focus Geomorph
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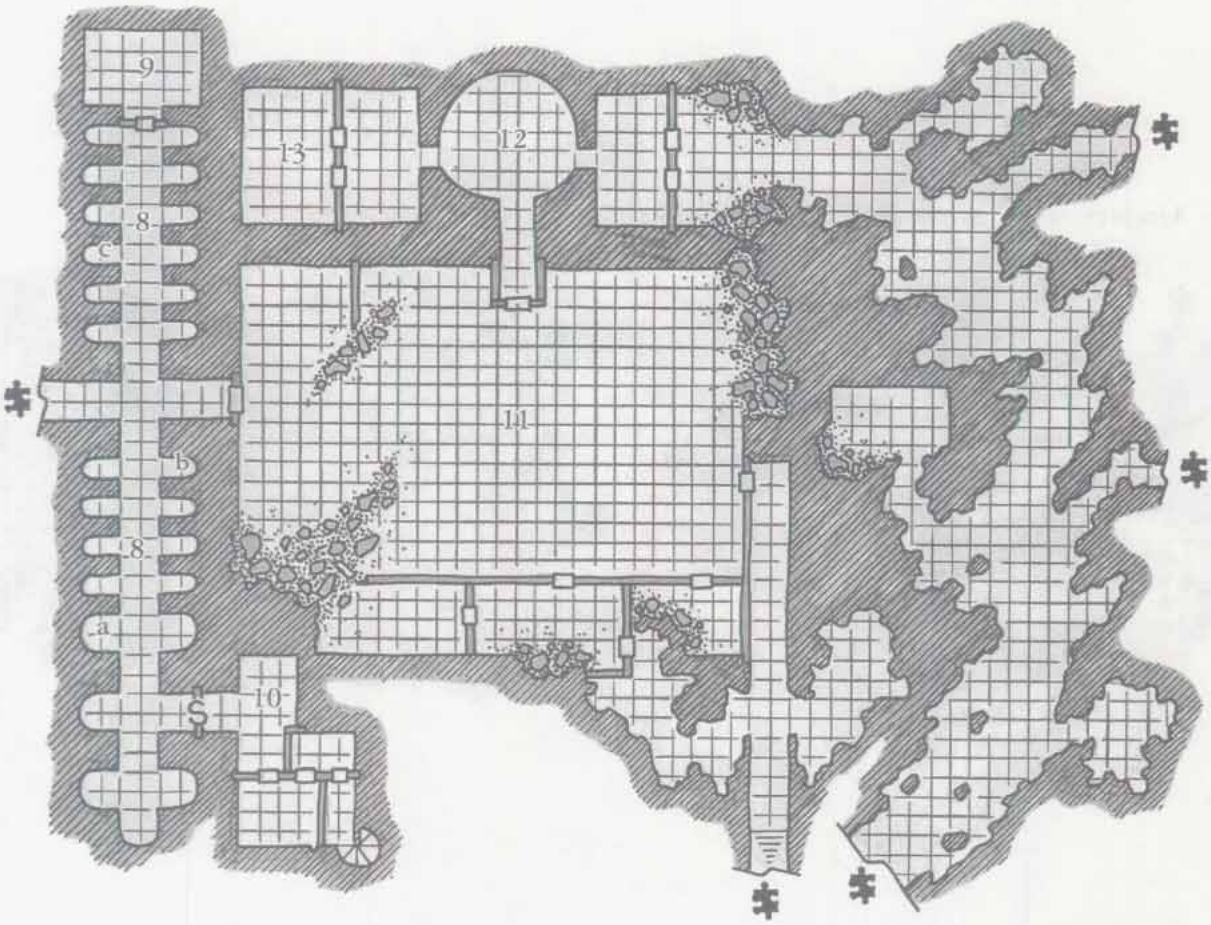

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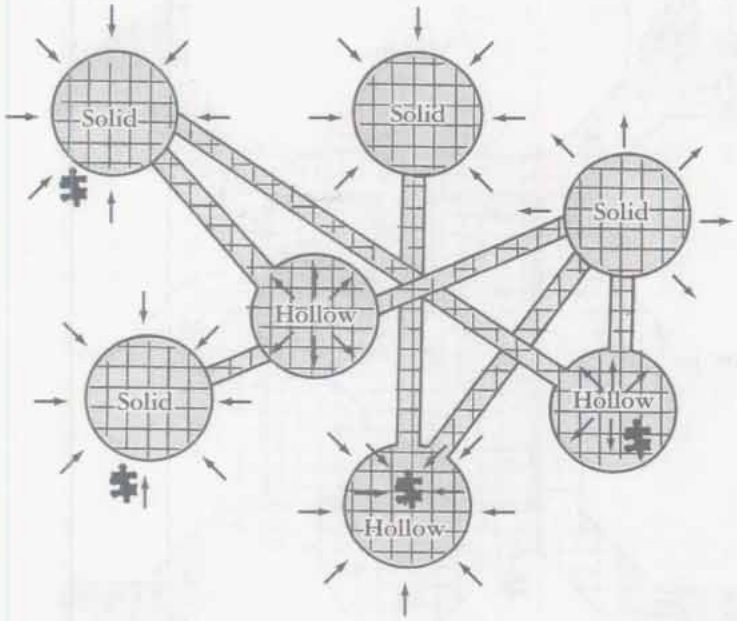
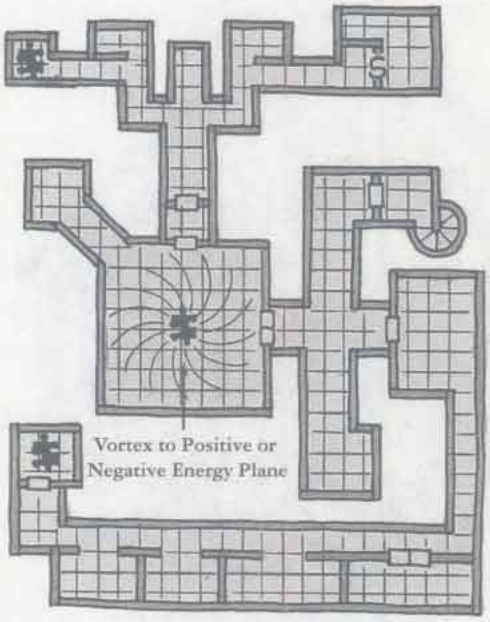
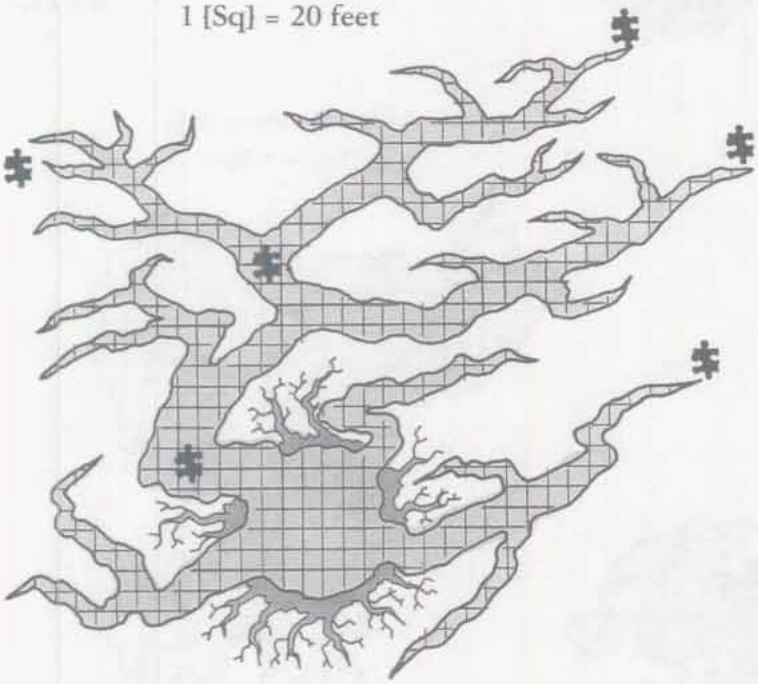
Interdimensional Geomorph A
Floating Spheres
1 [Sq] = 50 feet ↑ = Direction of Gravity



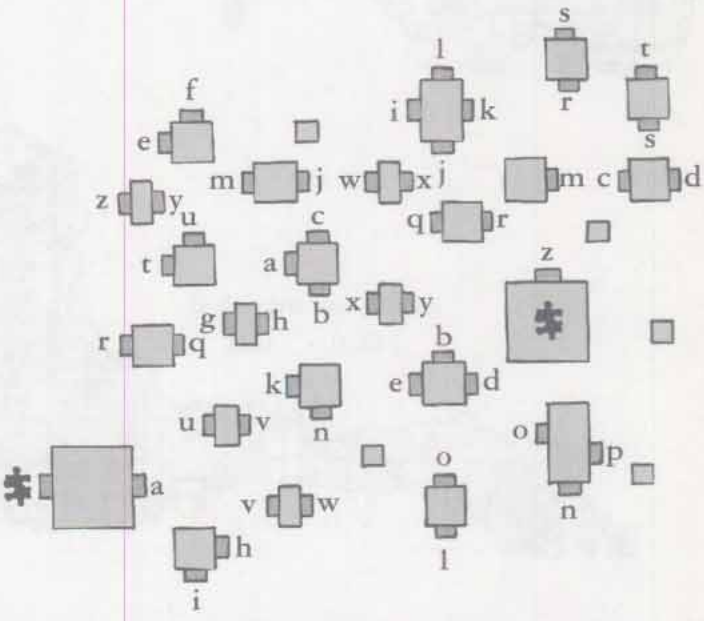
Interdimensional Geomorph B
1 [Sq] = 10 feet



Interdimensional Geomorph C
Planar Tree
1 [Sq] = 20 feet



Interdimensional Geomorph D
Portal Maze
(Tops of "Null" Magic Pillars)
1 [Sq] = 10 feet



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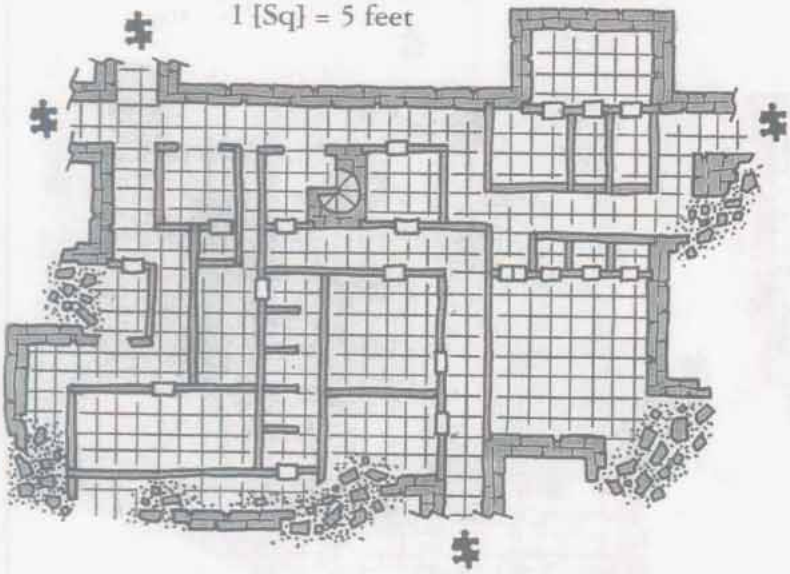
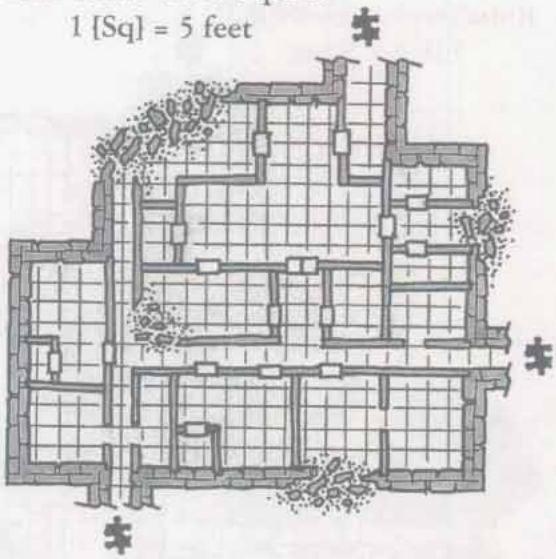
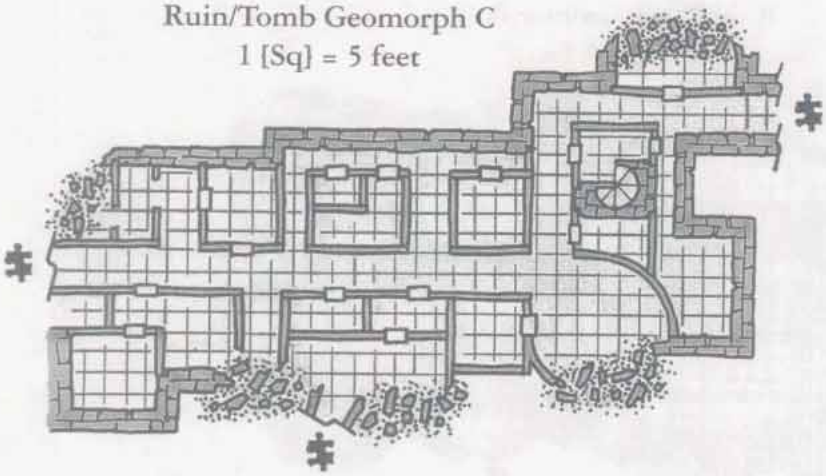
Ruin/Tomb Geomorph A
1 [Sq] = 5 feet



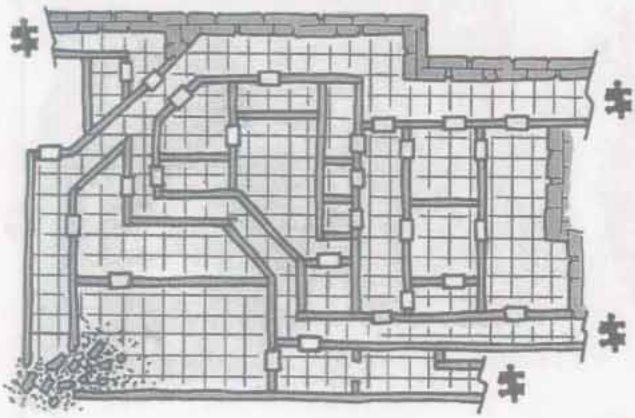
Ruin/Tomb Geomorph B
1 [Sq] = 5 feet



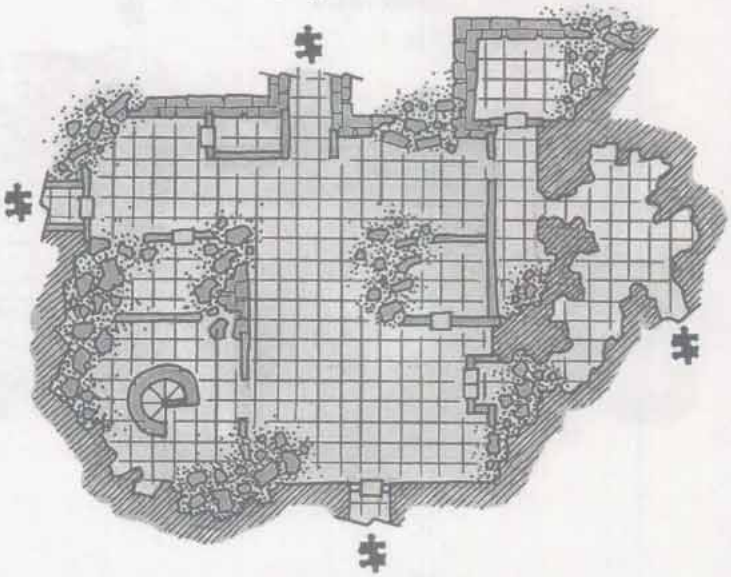
Ruin/Tomb Geomorph C
1 [Sq] = 5 feet



Ruin/Tomb Geomorph D
1 [Sq] = 5 feet



Ruin/Tomb Geomorph E
1 [Sq] = 5 feet



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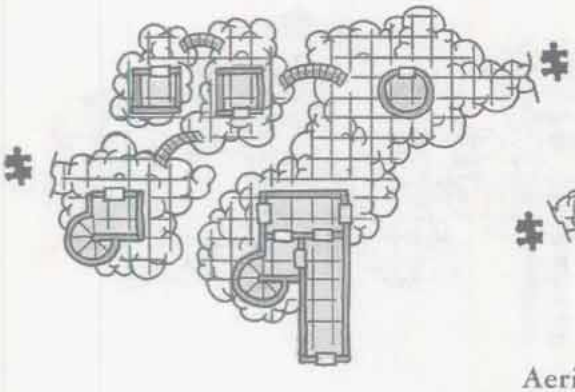
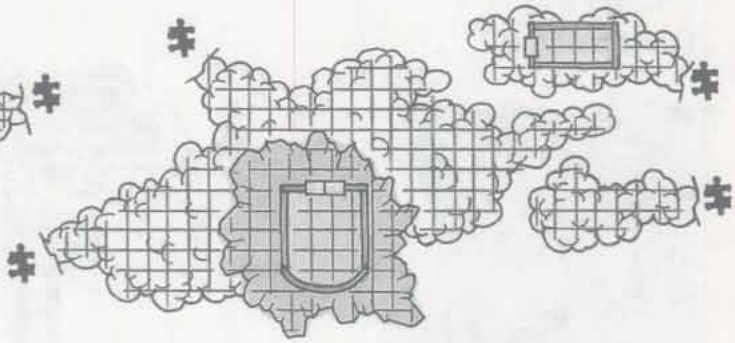
Aerial Geomorph D
1 [Sq] = 5 feet

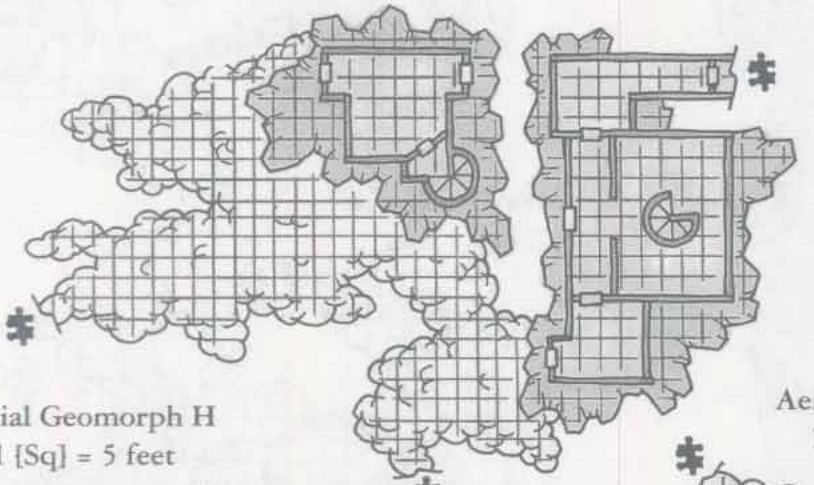


Aerial Geomorph E
1 [Sq] = 5 feet

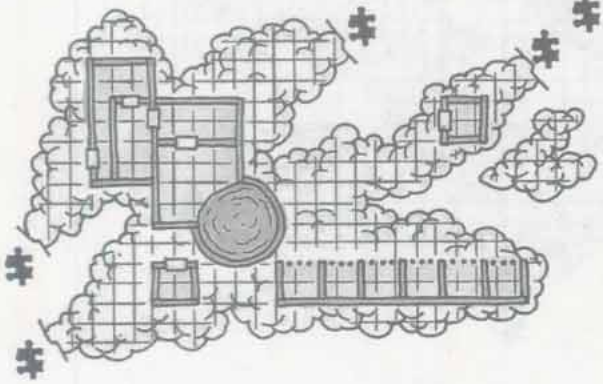


Aerial Geomorph F
1 [Sq] = 5 feet

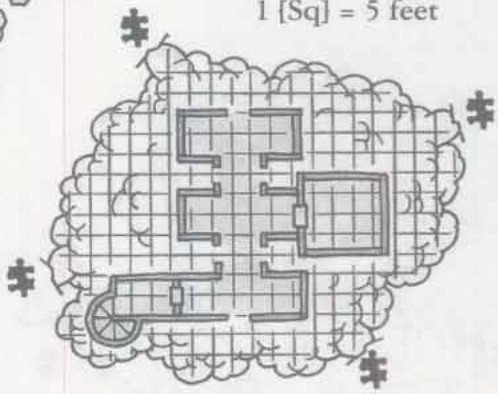
Aerial Geomorph G
1 [Sq] = 5 feet



Aerial Geomorph H
1 [Sq] = 5 feet



Aerial Geomorph I
1 [Sq] = 5 feet



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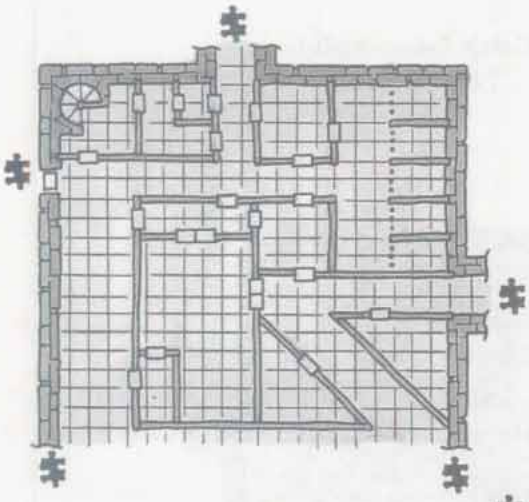
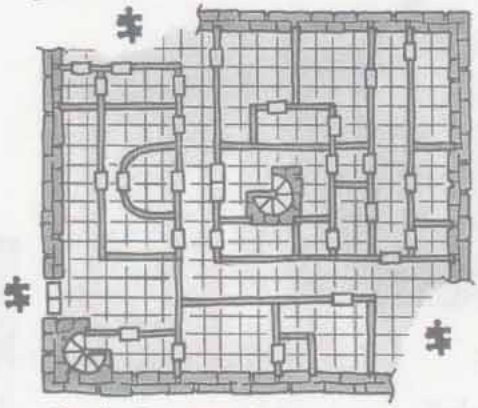
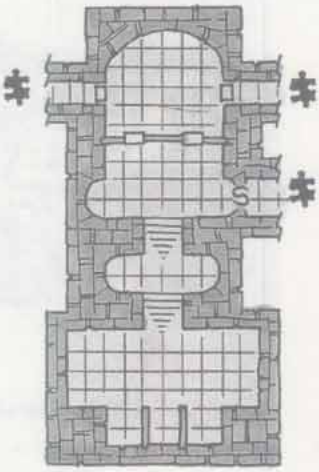
Castle Geomorph A
1 [Sq] = 5 feet



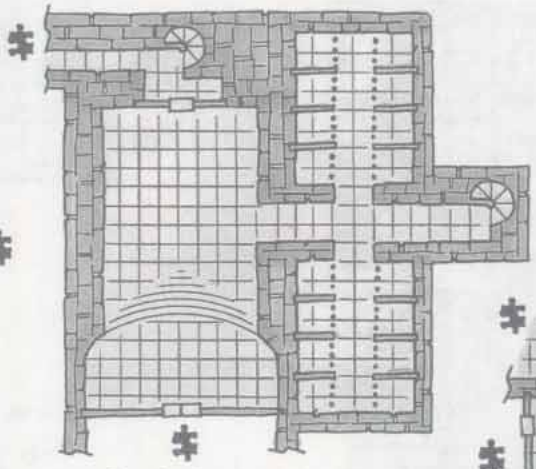
Castle Geomorph B
1 [Sq] = 5 feet



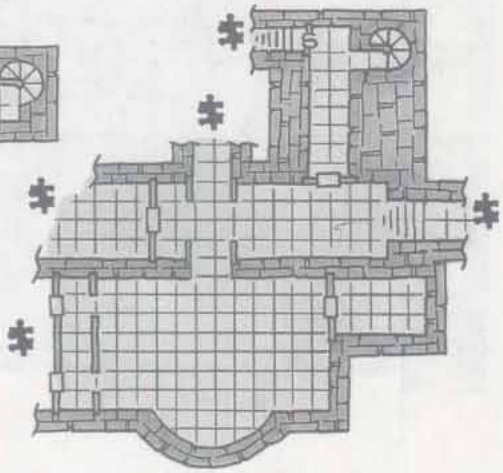
Castle Geomorph E
1 [Sq] = 5 feet



Castle Geomorph D
1 [Sq] = 5 feet

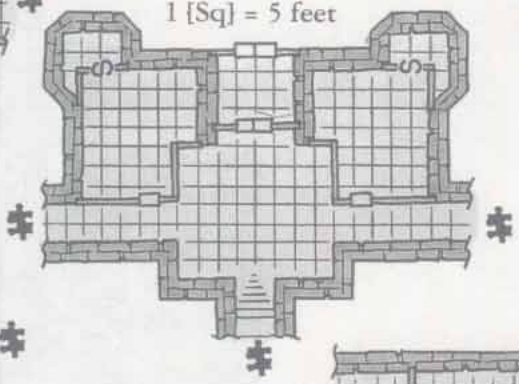


Castle Geomorph G
1 [Sq] = 5 feet

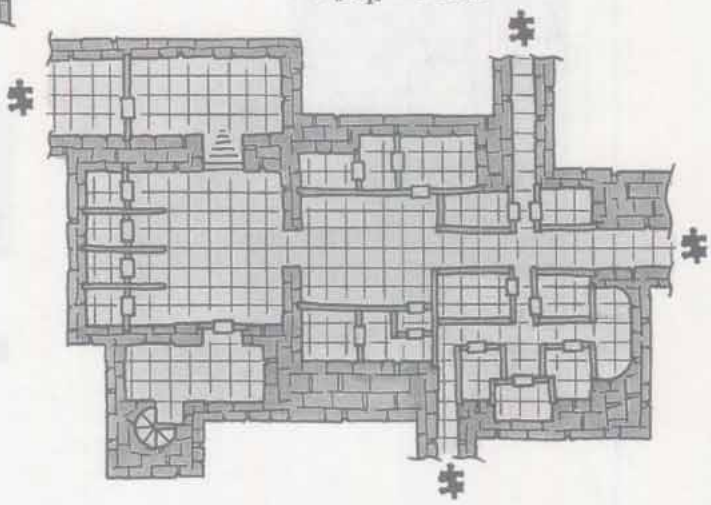


Castle Geomorph C
1 [Sq] = 5 feet

Castle Geomorph F
1 [Sq] = 5 feet



Castle Geomorph H
1 [Sq] = 5 feet



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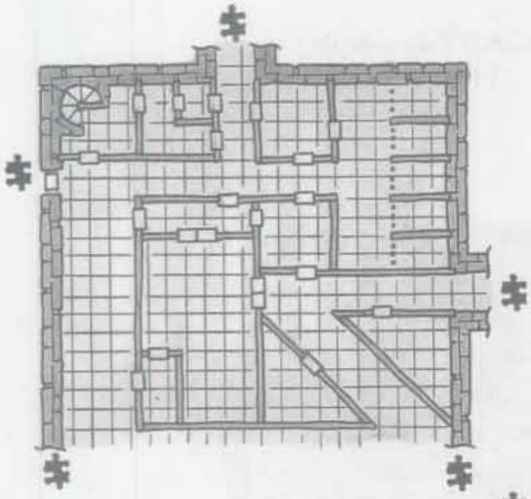
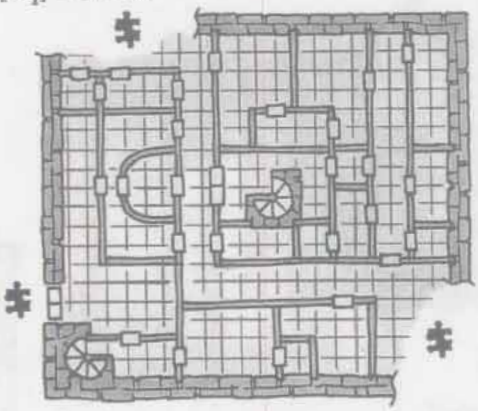
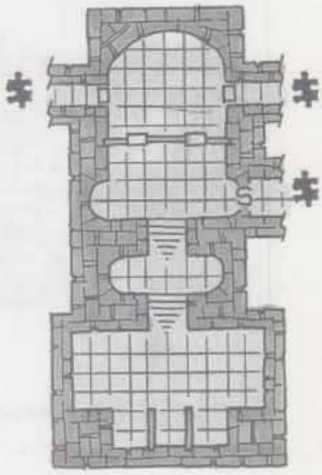
Castle Geomorph A
1 [Sq] = 5 feet



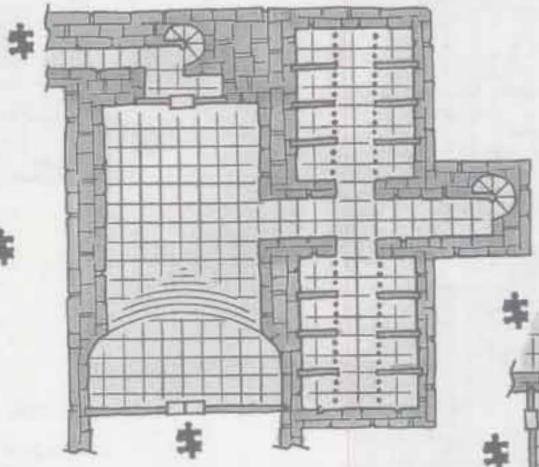
Castle Geomorph B
1 [Sq] = 5 feet



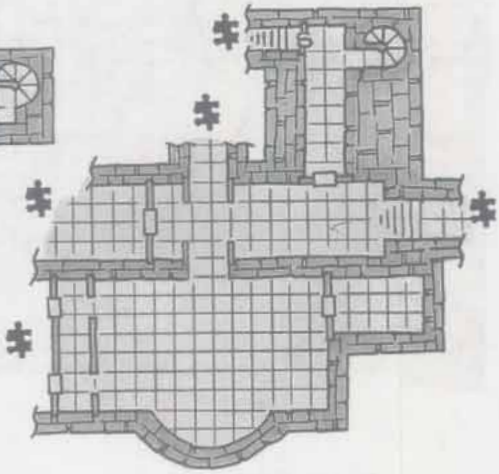
Castle Geomorph E
1 [Sq] = 5 feet



Castle Geomorph D
1 [Sq] = 5 feet

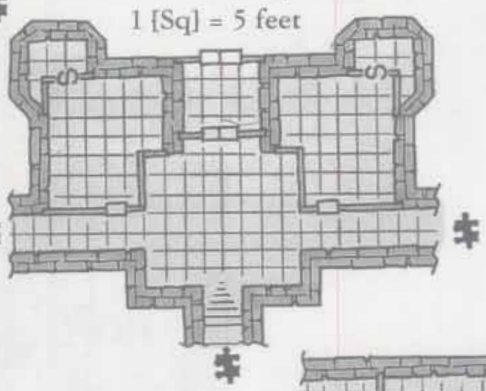


Castle Geomorph G
1 [Sq] = 5 feet

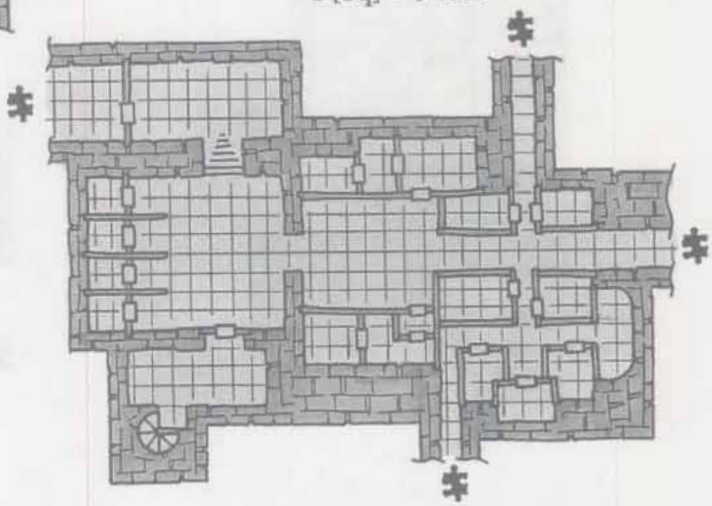


Castle Geomorph C
1 [Sq] = 5 feet

Castle Geomorph F
1 [Sq] = 5 feet



Castle Geomorph H
1 [Sq] = 5 feet



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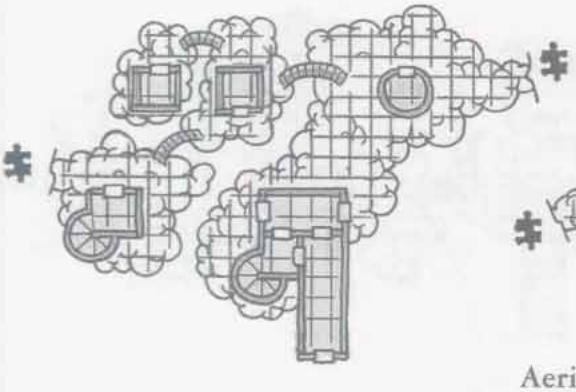
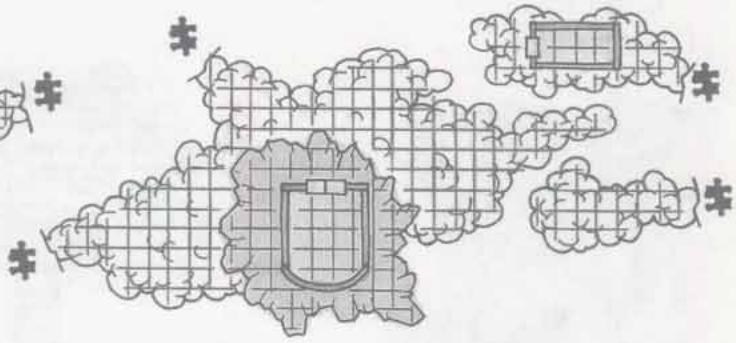
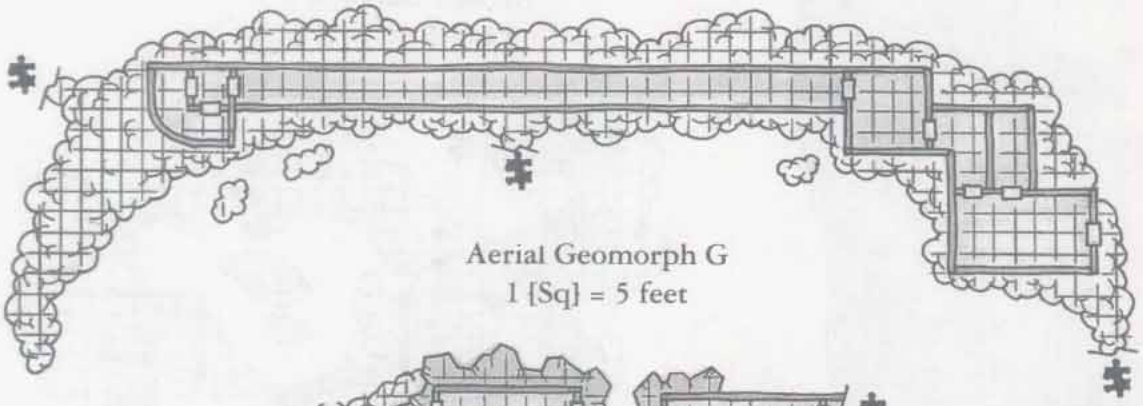
Aerial Geomorph D
1 [Sq] = 5 feet



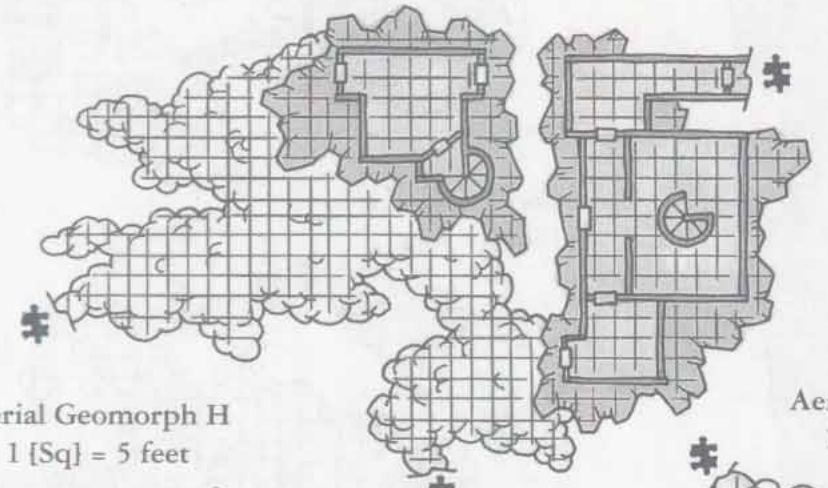
Aerial Geomorph E
1 [Sq] = 5 feet



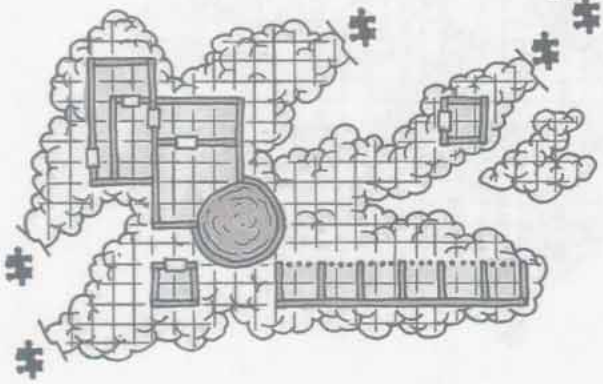
Aerial Geomorph F
1 [Sq] = 5 feet



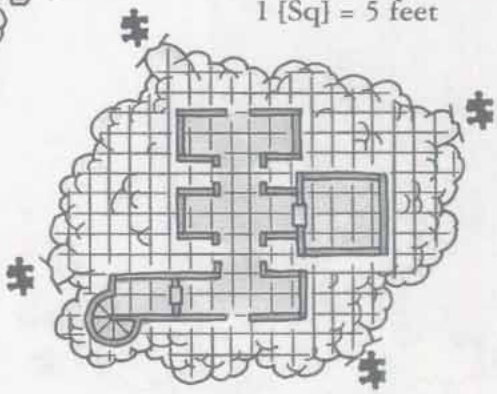
Aerial Geomorph G
1 [Sq] = 5 feet



Aerial Geomorph H
1 [Sq] = 5 feet



Aerial Geomorph I
1 [Sq] = 5 feet



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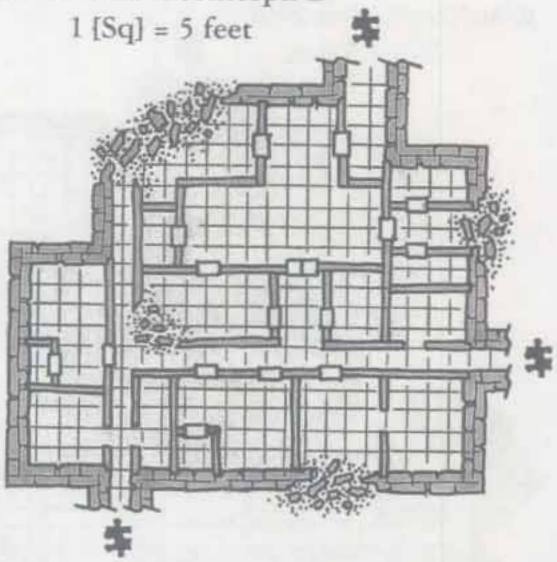
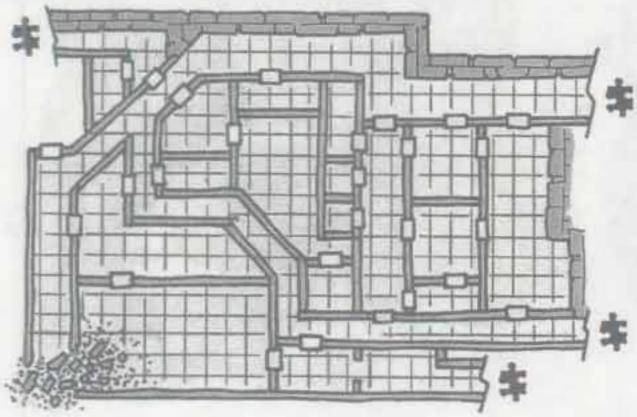
Ruin/Tomb Geomorph A
1 [Sq] = 5 feet

Ruin/Tomb Geomorph B
1 [Sq] = 5 feet

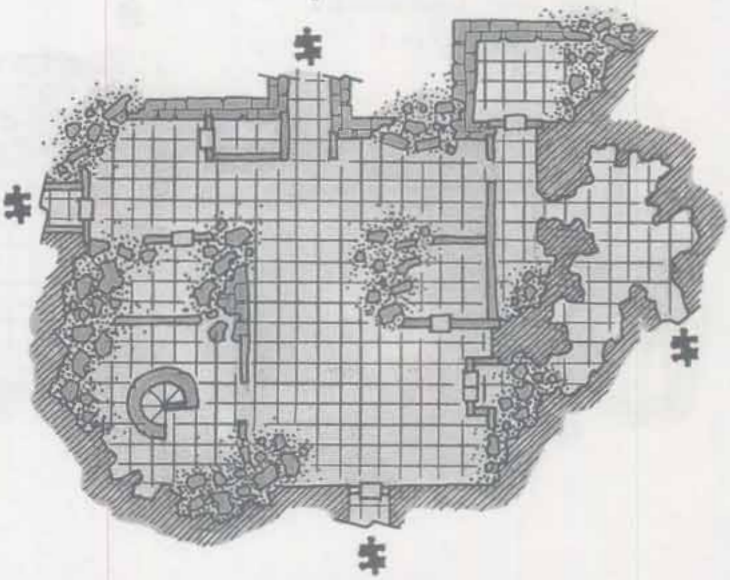


Ruin/Tomb Geomorph C
1 [Sq] = 5 feet

Ruin/Tomb Geomorph D
1 [Sq] = 5 feet



Ruin/Tomb Geomorph E
1 [Sq] = 5 feet



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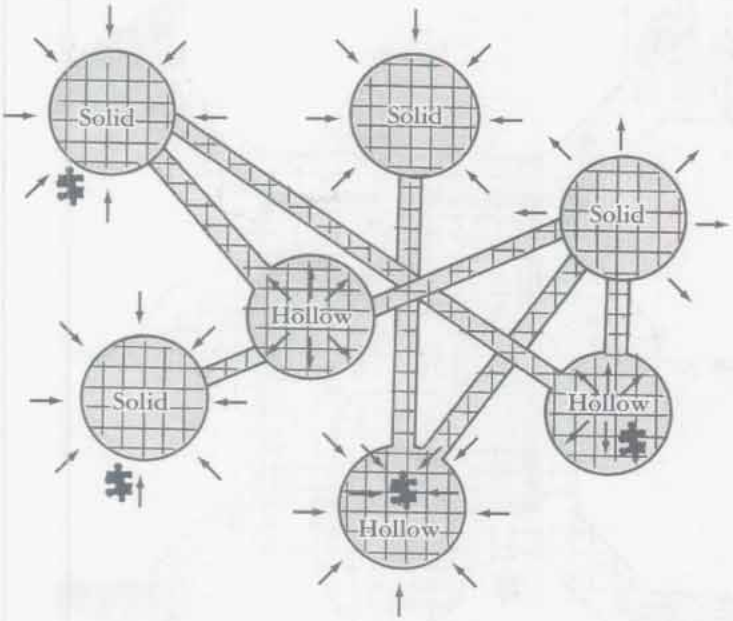
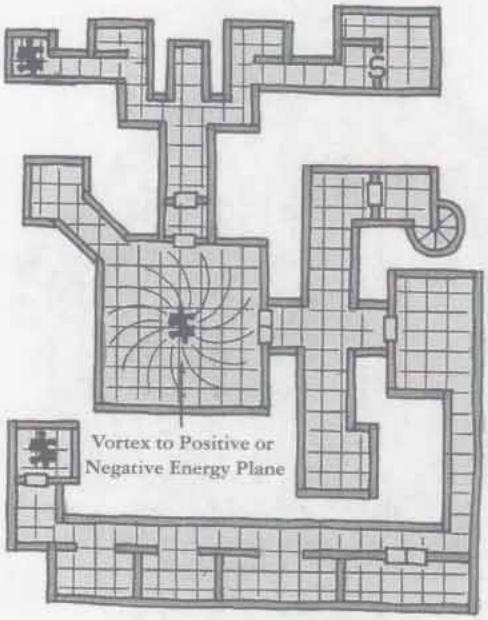
Interdimensional Geomorph A
Floating Spheres
1 [Sq] = 50 feet

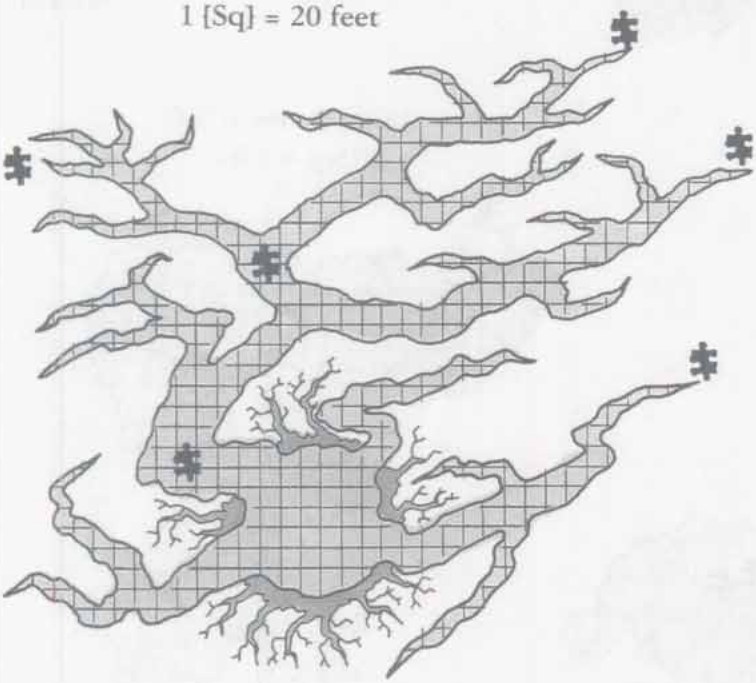
↑ = Direction of Gravity



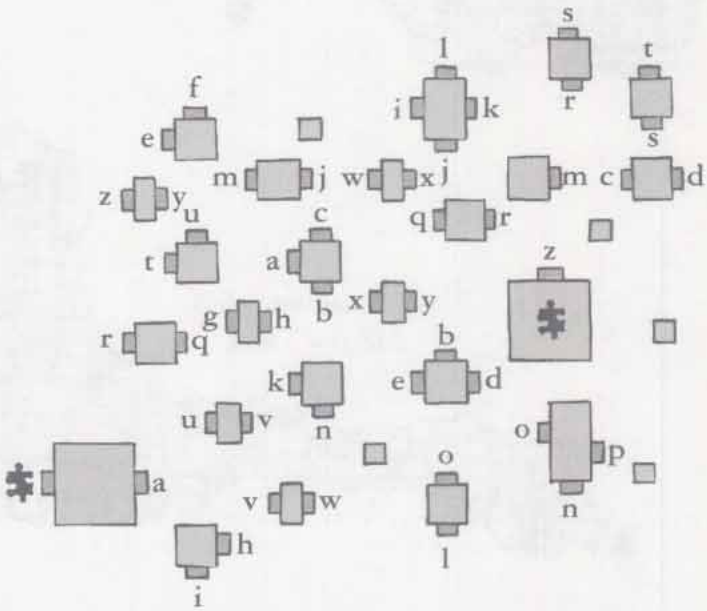
Interdimensional Geomorph B
1 [Sq] = 10 feet



Interdimensional Geomorph C
Planar Tree
1 [Sq] = 20 feet



Interdimensional Geomorph D
Portal Maze
(Tops of "Null" Magic Pillars)
1 [Sq] = 10 feet



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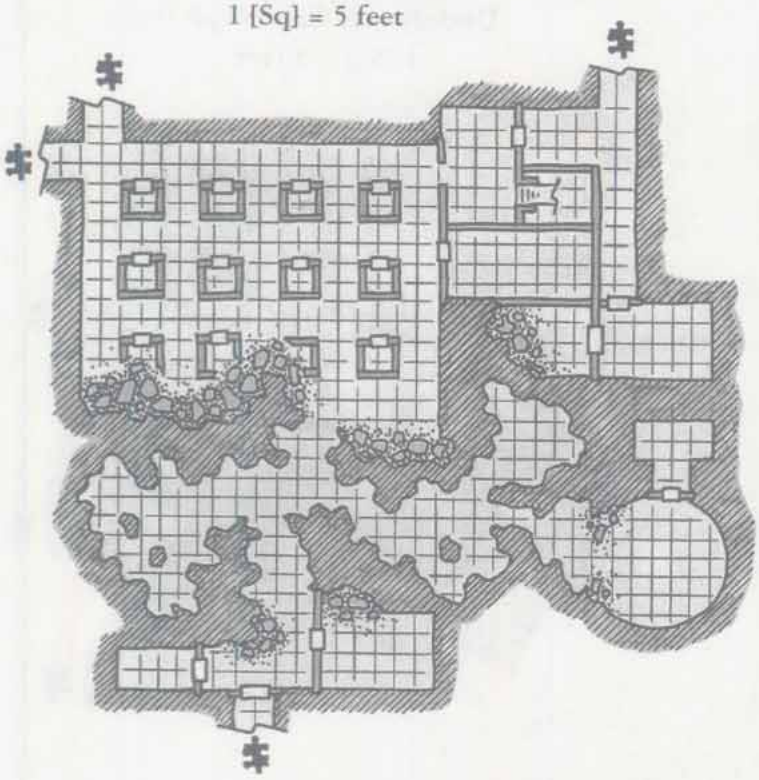
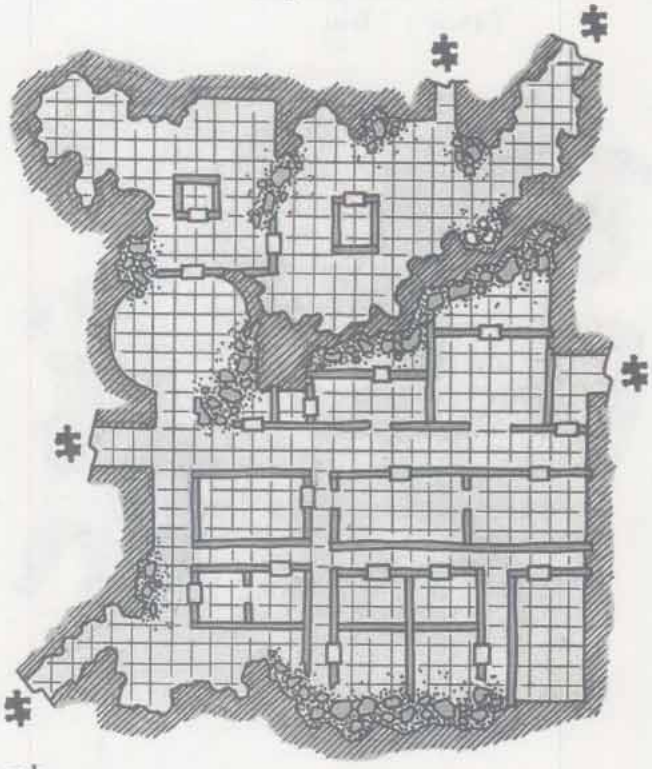
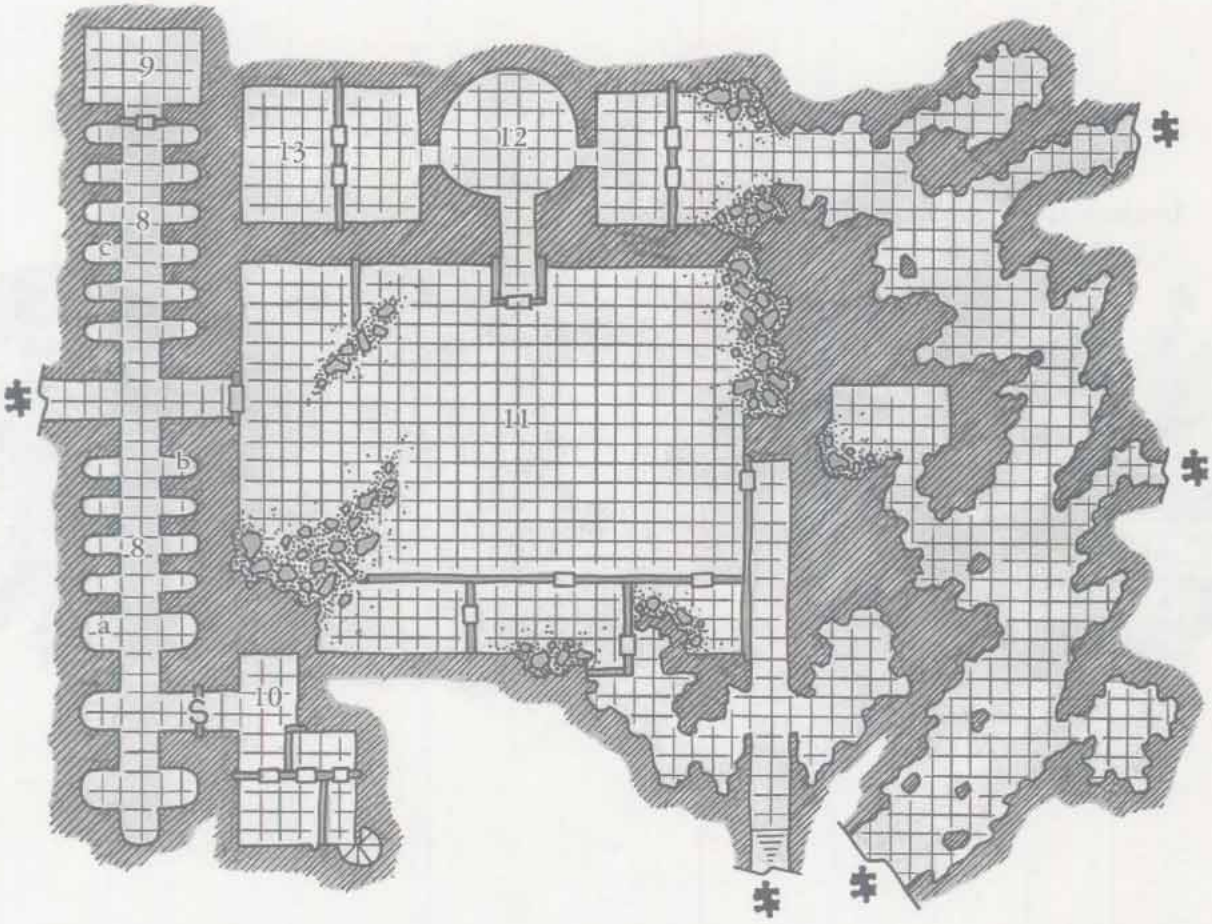
Ruin/Tomb Geomorph K
1 [Sq] = 5 feet



Ruin/Tomb Geomorph L
1 [Sq] = 5 feet



Ruin/Tomb Focus Geomorph
1 [Sq] = 5 feet



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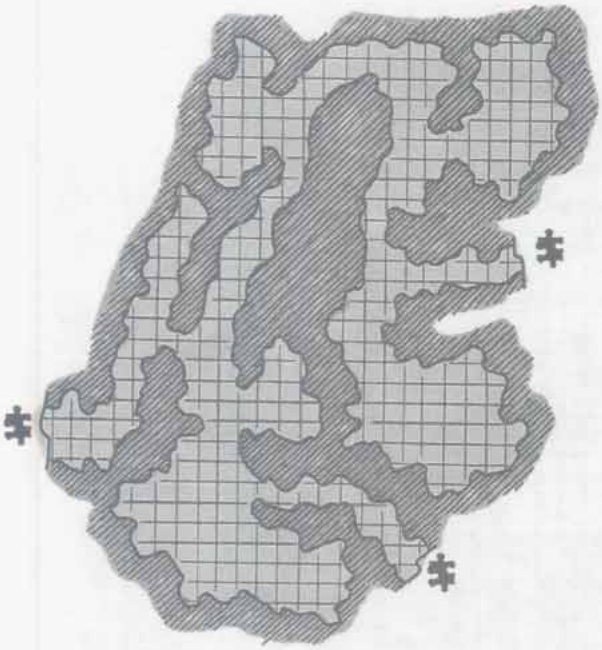
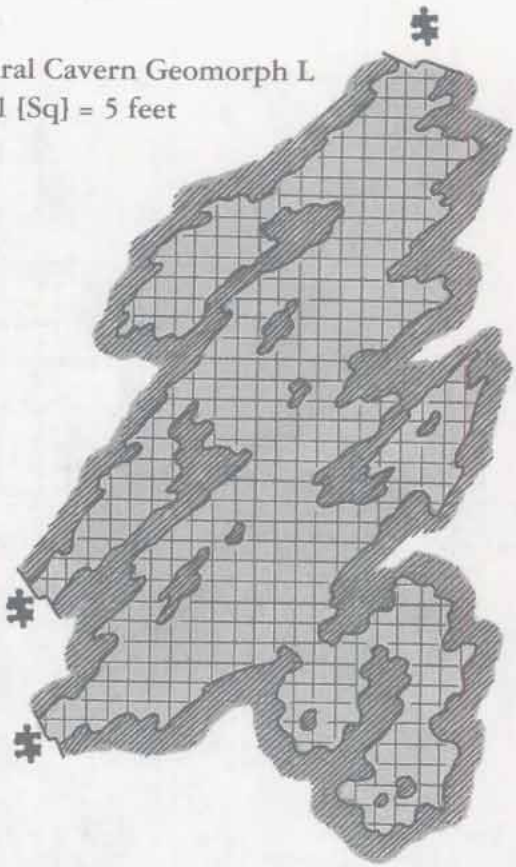
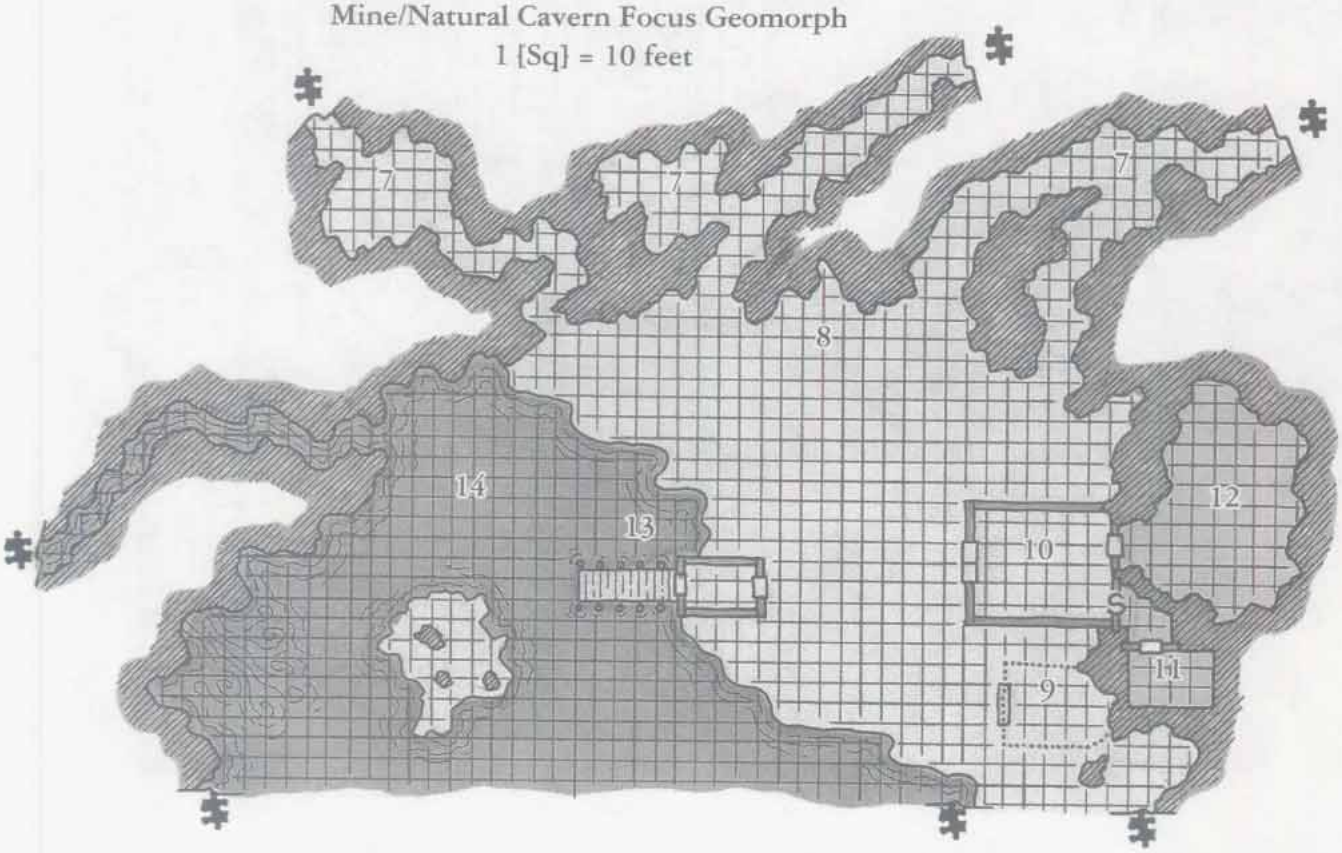
Mine/Natural Cavern Geomorph K
1 [Sq] = 5 feet



Mine/Natural Cavern Geomorph L
1 [Sq] = 5 feet



Mine/Natural Cavern Focus Geomorph
1 [Sq] = 10 feet



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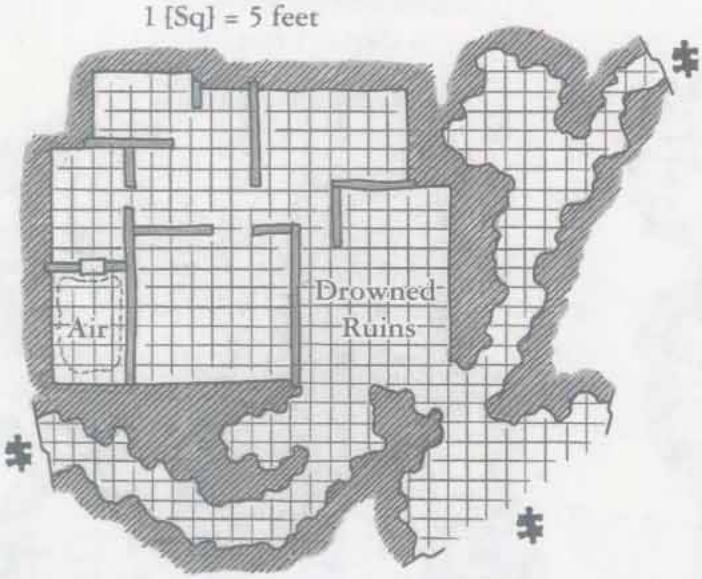
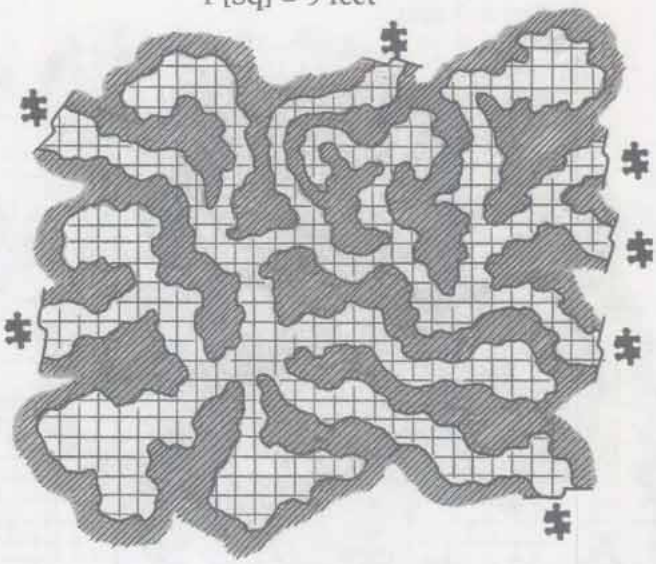
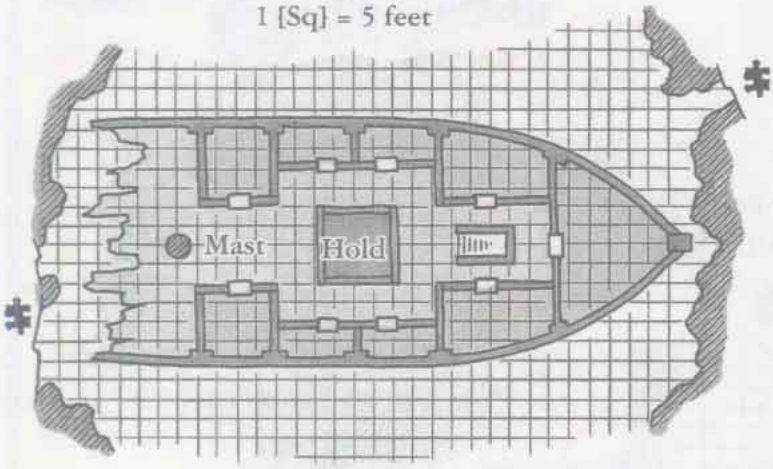
Underwater Geomorph E
1 [Sq] = 5 feet



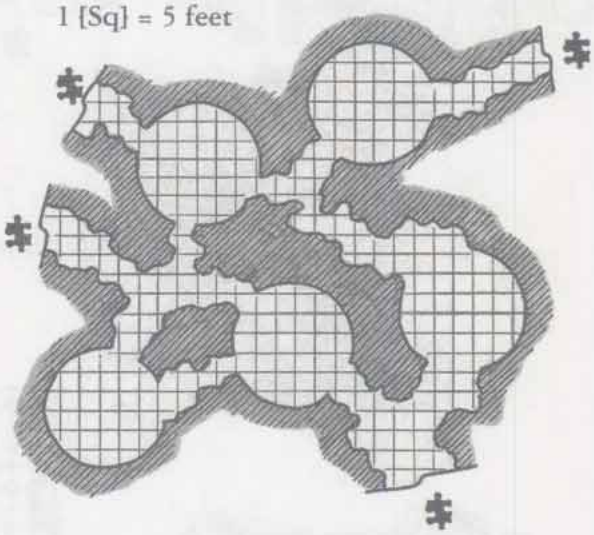
Underwater Geomorph F
1 [Sq] = 5 feet



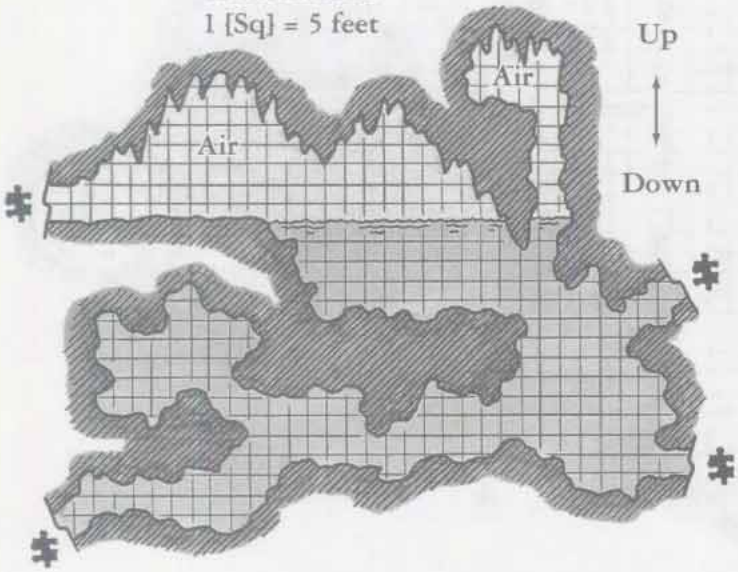
Underwater Geomorph G
Sunken Ship in Fissure
1 [Sq] = 5 feet



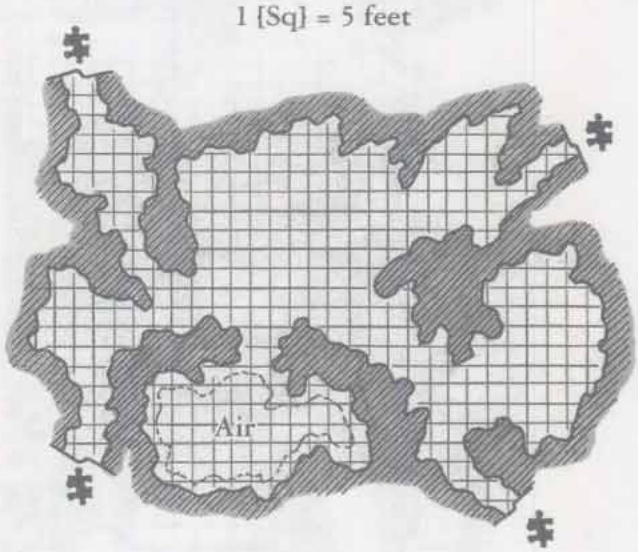
Underwater Geomorph H
1 [Sq] = 5 feet



Underwater Geomorph I
Cross Section
1 [Sq] = 5 feet



Underwater Geomorph J
1 [Sq] = 5 feet



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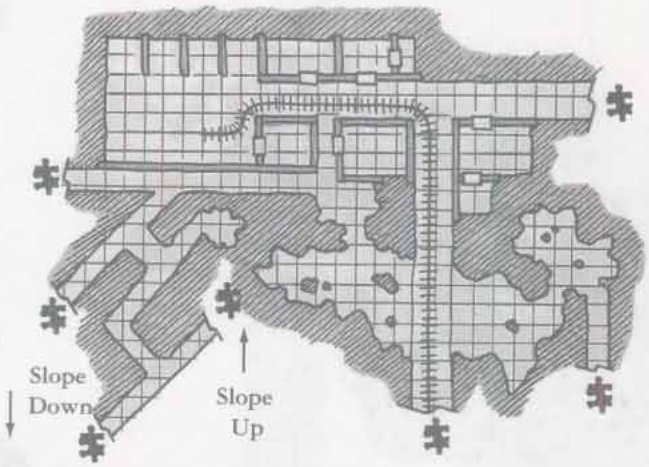
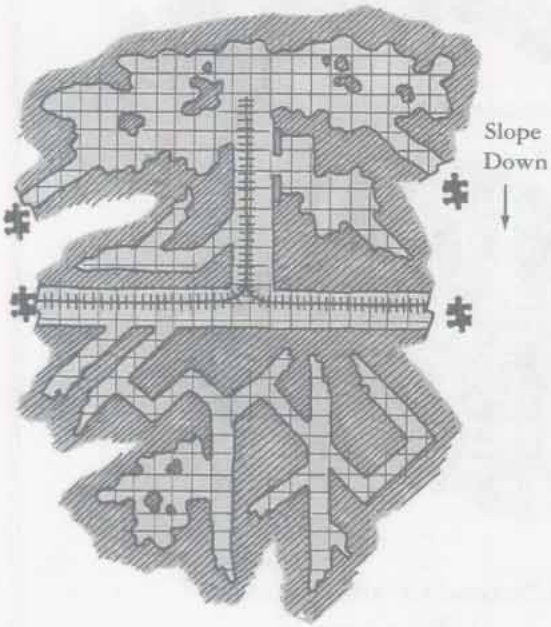
Mine/Natural Cavern Geomorph A
1 [Sq] = 5 feet

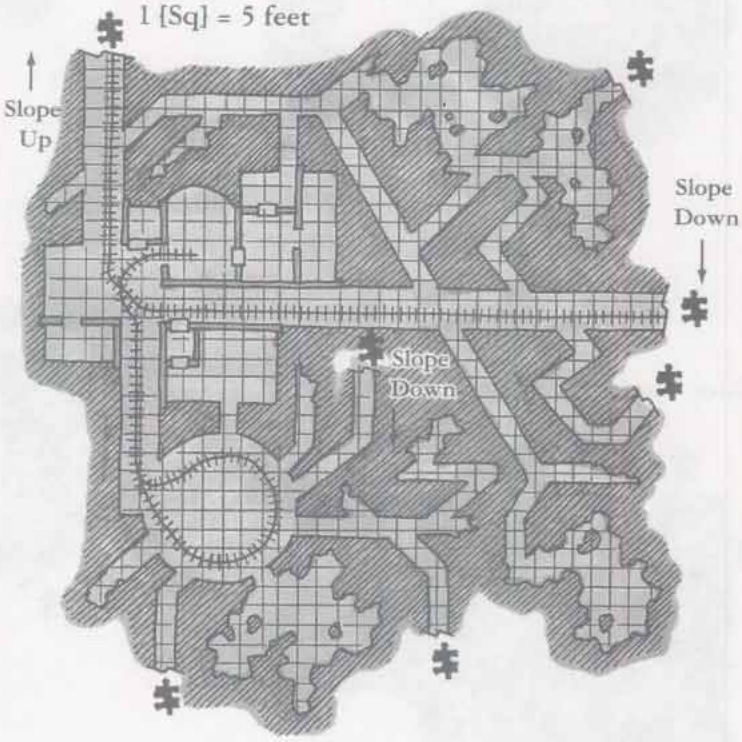
Mine/Natural Cavern Geomorph B
1 [Sq] = 5 feet



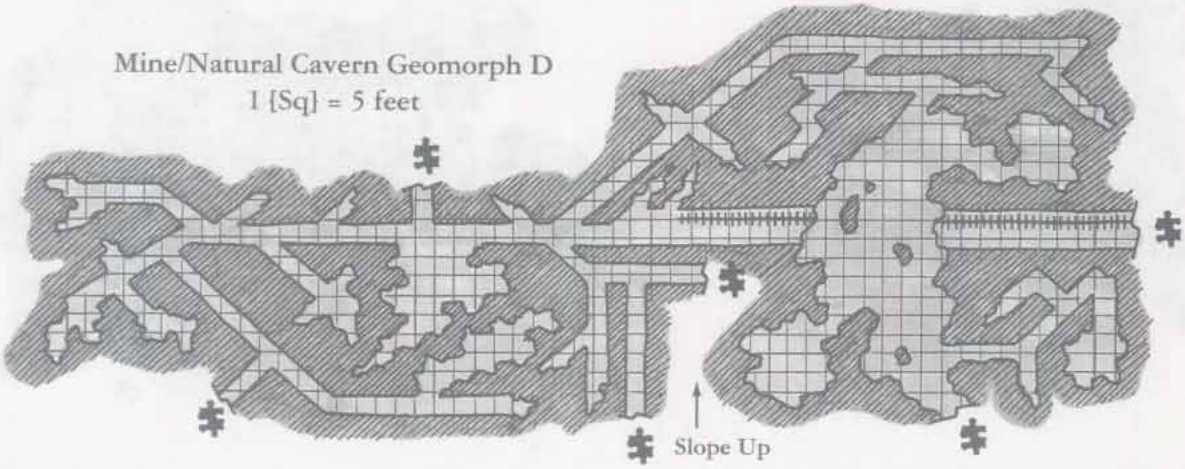
Mine/Natural Cavern Geomorph C
1 [Sq] = 5 feet



Mine/Natural Cavern Geomorph E
1 [Sq] = 5 feet



Mine/Natural Cavern Geomorph D
1 [Sq] = 5 feet



=Ore Cart Track

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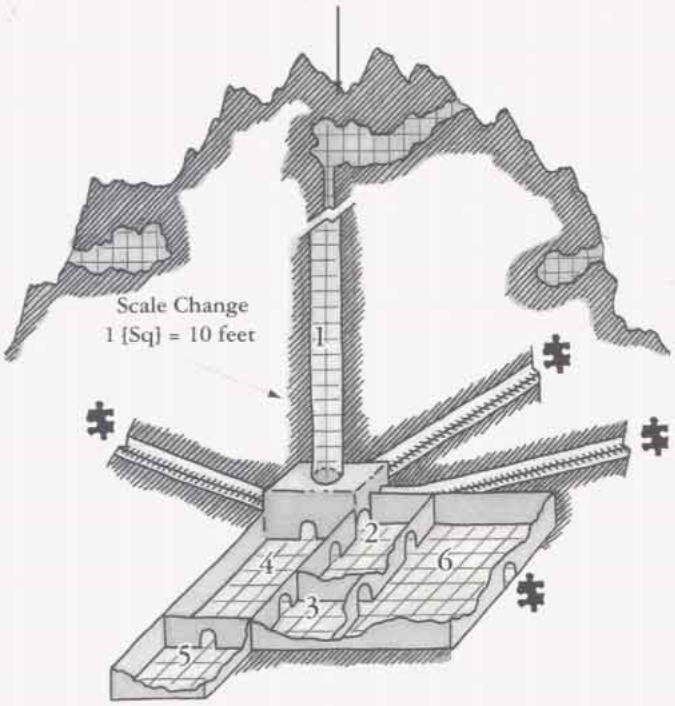
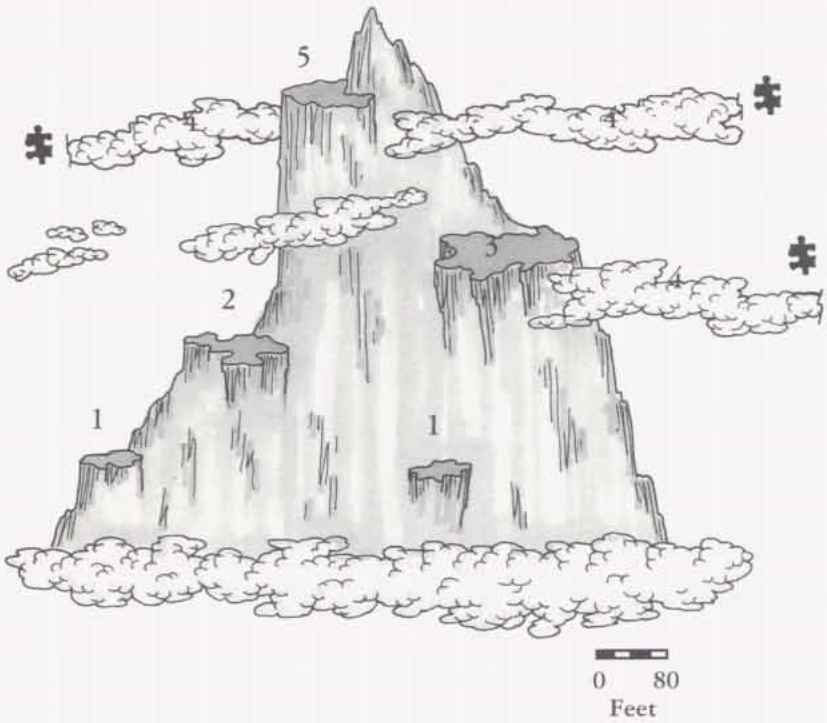
Mine/Natural Cavern Founding Geomorph

1 [Sq] = 100 feet



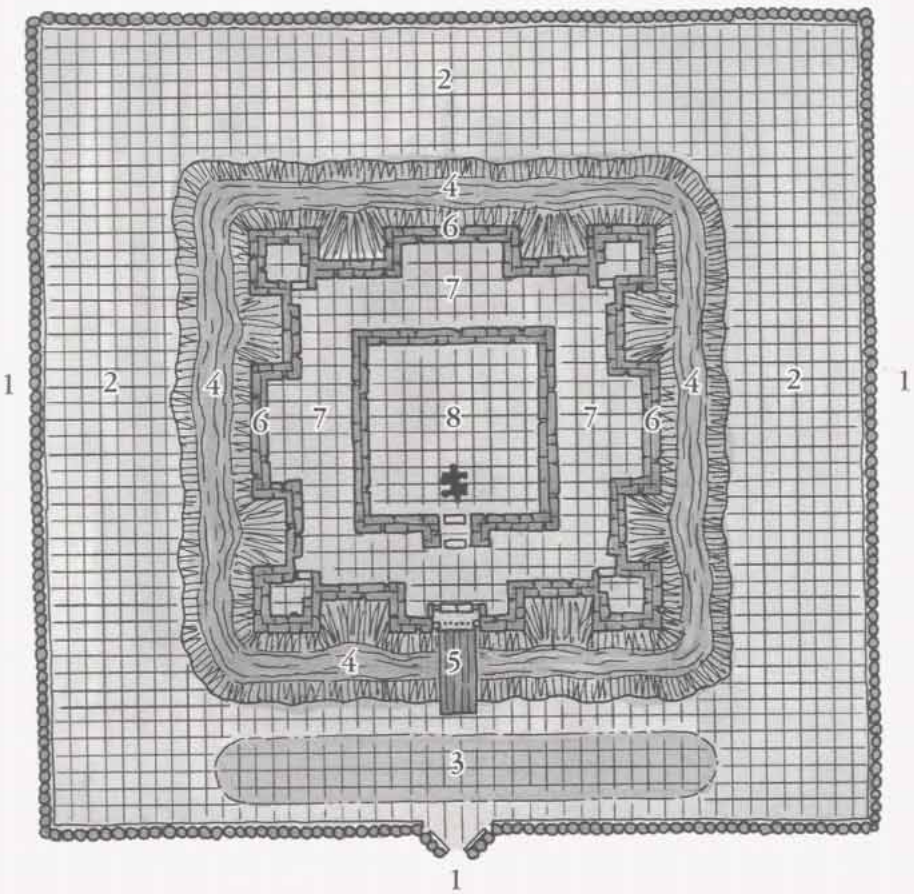
Aerial Founding Geomorph

Cross Section View



Castle Founding Geomorph

1 [Sq] = 20 feet



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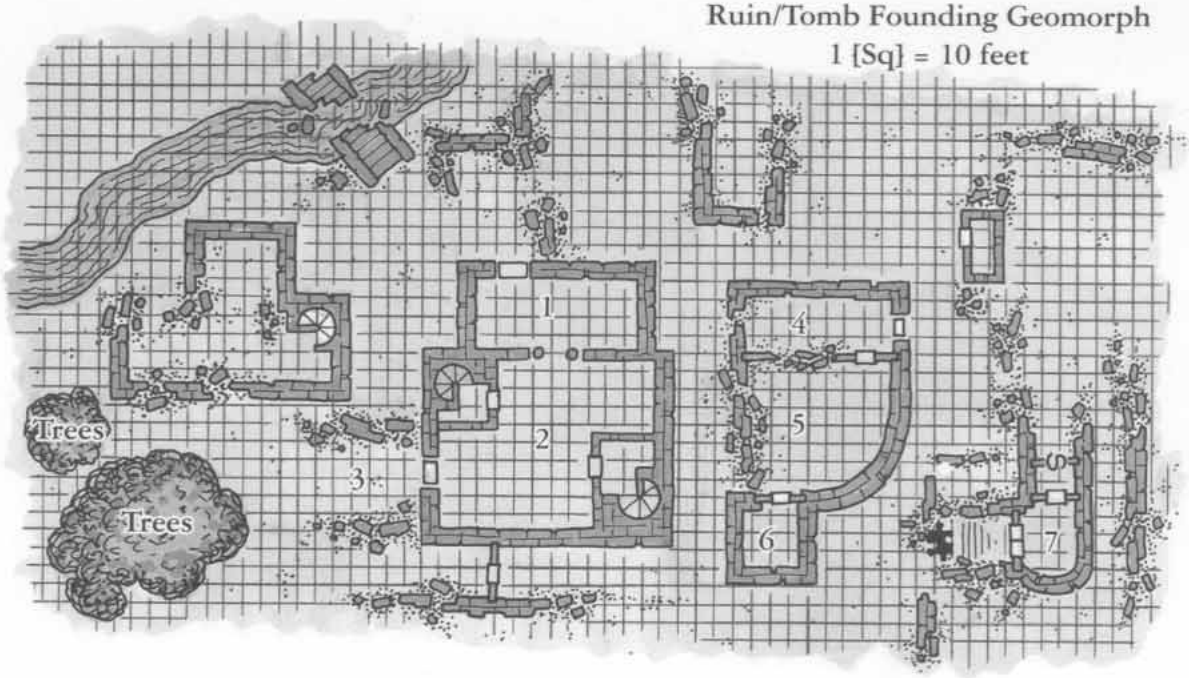
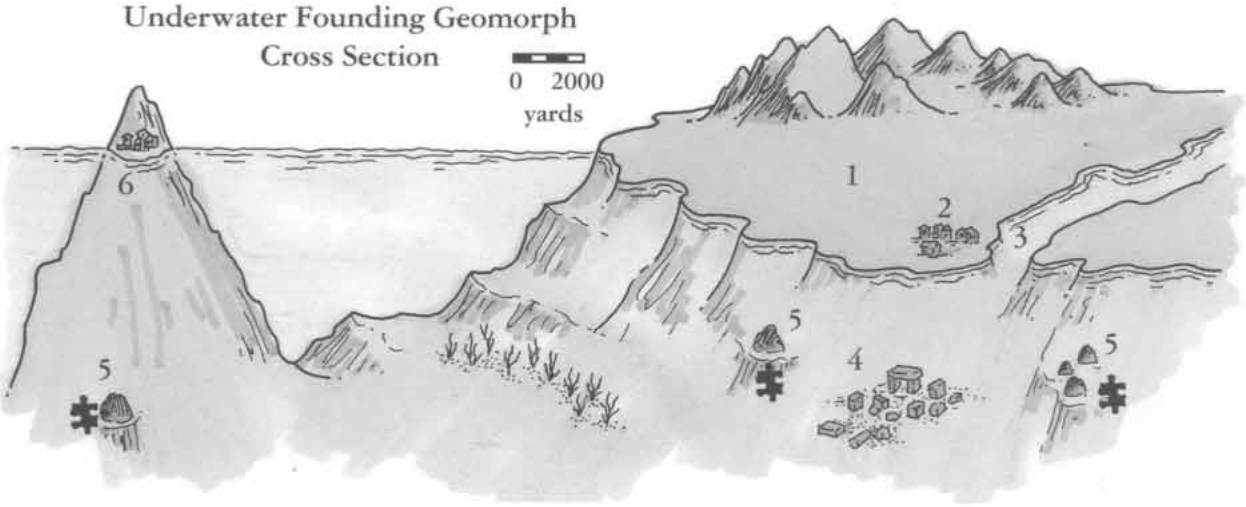
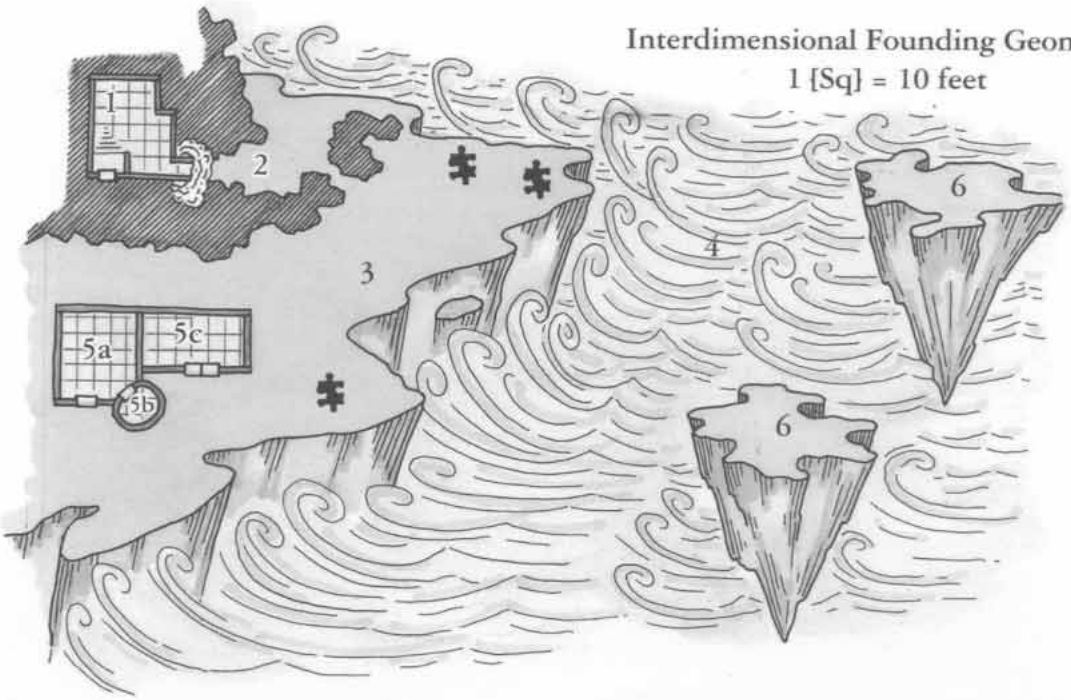
Ruin/Tomb Founding Geomorph
1 [Sq] = 10 feet



Underwater Founding Geomorph
Cross Section



Interdimensional Founding Geomorph
1 [Sq] = 10 feet



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Dungeon Builder's Guidebook

by Bruce R. Cordell

You are probably wondering: Is this guidebook for me? In a word—yes! *Dungeon Builder's Guidebook* assembles tried-and-true dungeon building advice, approaches, and tactics gathered over many years. The suggestions and samples in this book are an invaluable resource for initiating and fleshing out the ruins, mines, caverns, and tombs of your imagination.

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- Permutations that provide ways to "twist" your dungeon in exciting ways.
- Six distinct dungeon types, each accompanied by property and encounter tables to help you flesh out your dungeon.
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